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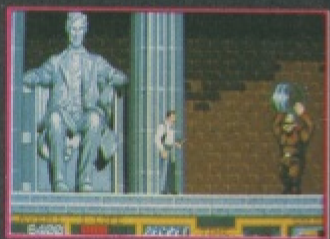
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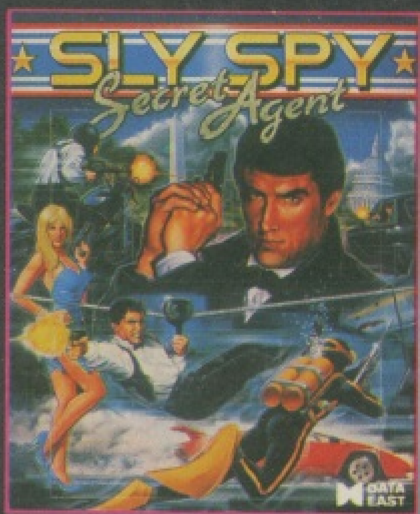
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SHADOW WARRIOR...the hero of the nineties.
SHADOW Warriors
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NUMBER OF PLAYERS
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ENGLAND FRANCE
Natural and responsive player movement and with the most simple of one-touch joystick control ensures exciting and authentic soccer action. Realistic close-ball control, computer aided team control and the micro's constant "flow of play" monitoring all add up to make this the easiest and the most rewarding soccer game ever devised for the home computer.
TAKE ON THE WORLD!

THE TIMES OF LORE





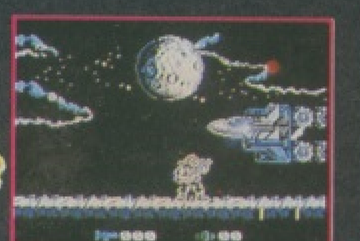


The hit coin-op game bringing espionage and action with 9 levels of thrills and excitement. Innovative game features with a host of differing scenarios from high-powered sports cars to underwater guerilla warfare. Rescue a beleaguered nation from the oppressive regime of the 'Council for World Domination'.

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XO

The "POWER UP" coin-op hit from Data East brings super-action to your micro screen. Join the resistance fighters in their crusade against the awesome powers of King Crimson - the manic scientist, and his Crimson Corps - mere earthlings transmuted into treacherous fighting machines- giant armoured tanks, lethal circular saws, airborne fighters, mechanized snakes and many more.





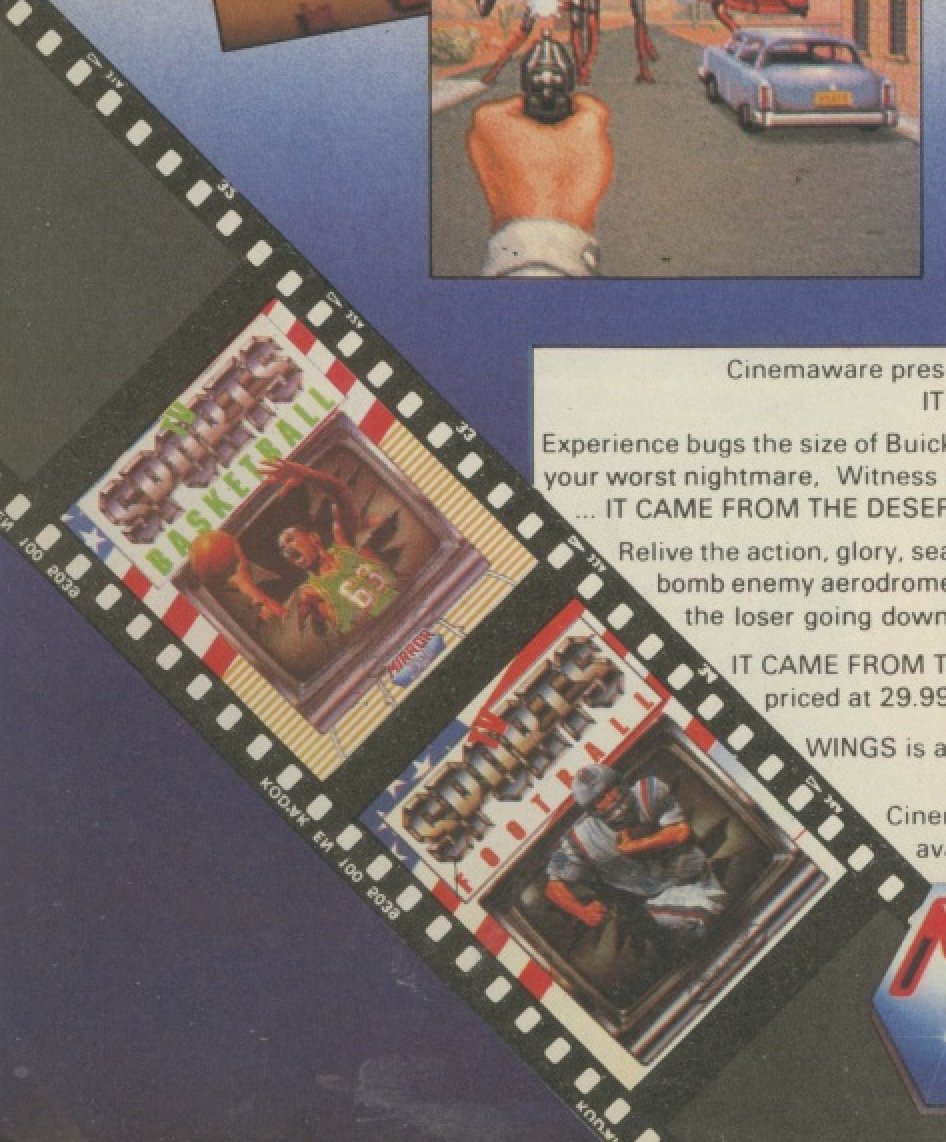


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Cinemaware presents a special double bill for computer Users featuring IT CAME FROM THE DESERT and WINGS.

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IT CAME FROM THE DESERT is now playing for the Commodore Amiga (1 meg only) priced at 29.99. Coming shortly for IBM PC and compatibles and the Atari ST.

WINGS is a coming attraction for the Commodore Amiga also priced at 29.99.

Cinemaware's TV Sports Football and TV Sports Basketball are already available for the Commodore Amiga.

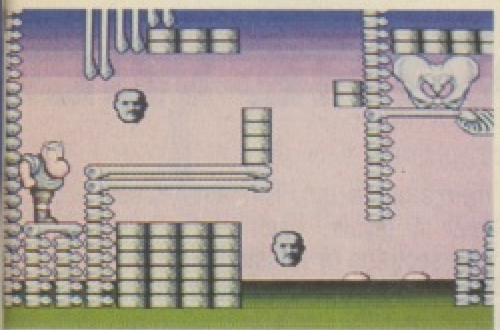
MIRROR Soft

Irwin House, 118 Southwark Street:
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CU SEPTEMBER

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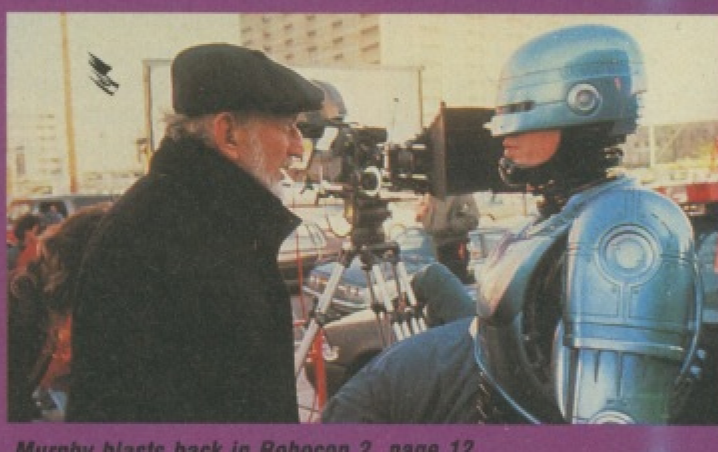


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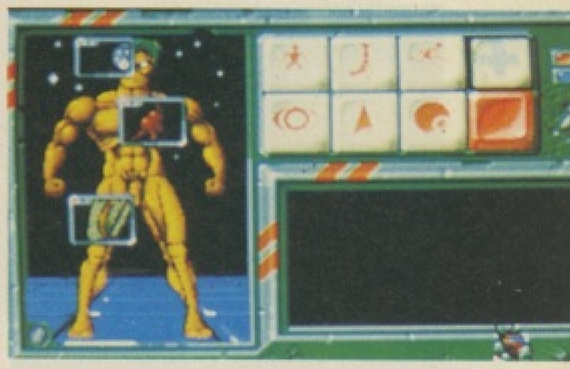
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REVIEWS

Conquer the galaxy in Virgin's new biggie, *Supremacy*. Get in and get out under radar in Microprose's *F-19*, and should you get lost, you can always try your powers of deduction in *Operation Stealth*, from US Gold. Be an anarchist and fight the system in Core Design's *Corporation*, or just try some pointless brick breaking in Ocean's *Plotting*.



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Editor — Steve James; Deputy Editor — Dan Slingsby; Staff Writer — Mark Patterson; Art Editor — Kerstin Clarke; Assistant Art Editor — Margaret Goldrick; Advertising Manager — Tom Glenister; Senior Sales Executive — Tina Zanelli; Classified/Production Manager — Remzi Salih; Publisher — Graham Taylor; Editorial/Advertising — 071-251 6222.

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BUZZ

COMIC CAPERS

Tintin, Snowy, Professor Calculus and that old seadog, Captain Haddock, are back in another adventure from French softcos, Infogrames. This time the game draws on two Tintin books, 'The 7 Crystal Balls' and 'Prisoners of the Sun' where Tintin is at grips with the curse of King Pachacamac. With graphics that capture the atmosphere of the Herge strip, Tintin With The Incas, an arcade and adventure game, will be in the shops by Christmas.

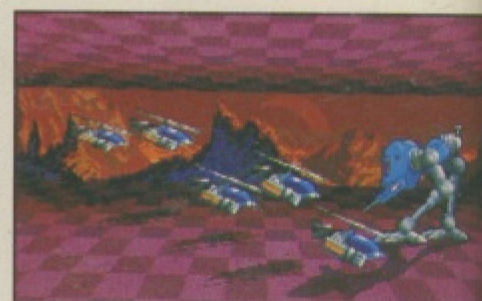






WALK ON THE WILD SIDE

Psygnosis have a potential blockbuster on their hands with a new futuristic shoot 'em up, *Walker*. Not scheduled for release until February next year, the early demos certainly look the business. Featuring lots of ray-traced graphics using Sculpt 4D and 3D scrolling capabilities, *Walker* is a huge mechanical creature equipped with state-of-the-art super weapons and controlled by icon commands and a mouse. Set on a hostile alien planet you're Earth's last chance for freedom and must destroy various strategic military bases to save your home planet from annihilation. The game is set over 4 levels, each with three sub-sections or missions to complete. The control cockpit of the armoured high-rise tank is detachable and can fly around independently from the host body. With legions of alien nasties to destroy, CU will have an exclusive insight in the very near future. Watch for it.



HORROR STORY

Campers, lovers of kitsch, or even just those who like a rollicking good singalong will no doubt be thrilled to hear of the debut of the *Rocky Horror Picture Show* on the Amiga.

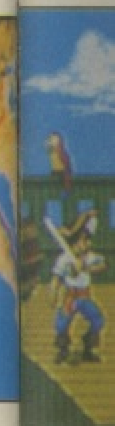
CRL's game of transvestite sprites will follow much the story line as their 8-bit release some six years ago — although Amiga *RHPS* will boast digitised stills from the cult musical movie.

You play Brad — the heroic American geek — or Janet, his girlfriend and female counterpart, and have to rescue your partner, who has been turned to stone on the stage of Castle Frankenfurter.

Collect segments of Medusa and dance to sounds of The Timewarp, and *RHPS* will be ready for Janet's — or your — Xmas fishnet stockings.







A LIFE ON THE OCEAN W

Domark make waves with the announcement of two new Atari coin-op conversions. The first, *Hydra*, involves a courier service of the future entrusted to carry special, top secret packages such as deadly viruses and sophisticated missile systems. There are nine missions to complete and success depends on your ability to drive your hydracraft, equipped with supercharged speed and firepower, past enemy forces with boats, jet skis, zepplins, choppers, fighters, the works! A boost button sends your



TOUCHDOWN

Audiogenic were out in force at the recent American Bowl at Wembley to promote the development of their new American Football game. Due for release in the spring of 1991, the game's release has been timed to coincide with the launch of the new World League of American Football which will consist of 12 teams from Europe and North America. Programmed by Denton Design, responsible for the classic *Shadow Fire* strategy game, it will be in a similar style to Cinemaware's TV Sport series, 'only better'. Another game under development in Audiogenic's Sports Action series will be a Rugby sim. For the purists, the game will have both League and Union options — out in spring, 1991.



AN WAVES

hydracraft into the air to take on choppers and air balloons and progress depends on quick re-flexes and arcade skill.

The second licence, *Skull & Crossbones*, is set on the high seas and involves a swashbuckling fight to the finish for food, drink, booty and revenge. Become the master of the seven seas as you fight off rival seafarers, save wenches from imprisonment, defeat the axeman, look Medusa in the eye and defeat the evil wizard in hand to hand combat. Both games will be available early next year.



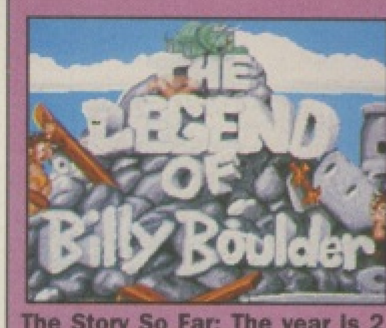
SHADOW OF THE BEAST 2

After the success of Shadow of the Beast, Psygnosis have come up with a sequel, The Beast: The Shadow Deepens. After seeing off the demonic forces of the Beast Lord in the first game, news reaches you that your sister has been abducted. The evil Beast mage, Zelek — a savage warrior priest devoted to the Beast Lord — plans to make her his slave. Being a bit cheesed off by this plan, you journey to the place of her capture and must survive hidden traps, impossible puzzles and marauding monsters before she can be freed. With a movie-like sequence, a new cast of characters and a limited edition T-shirt, the game is released in September.

KILLING GAME SHOW

Welcome to the Killing Game Show — the deadliest show in the galaxy! Watch contestants compete for the ultimate prize — their life. Yes folks, the meanest, vilest collection of degenerates, vagabonds, thieves, anarchists and law breakers have been rounded up and thrown into the Pits of Death to challenge Hostile Artificial Life Forms (HALFs) in a fight to the finish. Placed in an armoured body suit, you've got to hop from platform to platform shooting containers to get power ups, tools and items to crack end of level puzzles. With 16 levels, and an instant replay facility to find out where you went wrong, the game's out on the Psygnosis label this month.





THE LEGEND OF BILLY BOULDER

The Story So Far: The year is 2 million years BC and an evil wizard has cast a spell on a princess which will eventually kill her. Billy, having lost his heart to the princes, must track the wizard down and get him to remove the spell. Living in a world of hidden caves, dense jungles, huge lakes and 22 cites our Bill must use his magic and a selection of weapons to unearth clues to help find the wizard. In each city there are thousands of enemies each trying to cheat, steal and deceive him and only you can help him in his quest. Out in October from US Gold.

MAD PROFESSOR MARIARTI

Professor Mariarti is completely bonkers. He just cannot stop inventing things and eery room of his house is choc full of his weird and wonderful gizmos. The townsfolk don't take kindly to the Prof's inventions, especially with his manic computer chips running around the streets, so have served notice to close down his laboratories. Failure to comply will result in the Prof being dumped in Doctor Heabender's local lunatic asylum. There are puzzles to solve, molecular monsters to destroy and tokens to be collected. Various power ups are available as the Prof makes his way around the maze of platforms zapping mutant creations with a spanner, flamethrower and laser gun. Watch out for the Tardis, too! Out from Krysalis in September.

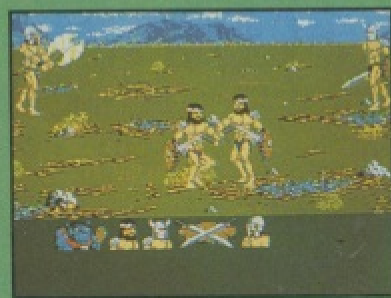


BUZZ



BETRAYAL

Intrigue, mystery and double dealings await you in the latest strategy action game from Rainbird. Set in Mediaeval times, *Betrayal* involves the player in the murky underworld of economic, military and politial intrigue. The aim of the game is to win control of either the court of the bishop or king. This is done by sneakily infiltrating courtiers under your control and undermining their authority. The ultimate objective is to set up your own puppet king or bishop and achieve Absolute Power. The acquisition of towns through military action and the formation of militia groups helps secure your influence. Sound financial management of your lands and political subterfuge are also essential skills in your attempts to undermine the ruling authorities. Able to recruit assassins, raise villages to a cinder, setting exhorbitant tolls and generally being a bit of a tyrant are all part of the fun. Out in October.





BADLANDS

Fifty years have passed since the last nuclear war destroyed most of the world. Out of the ruins of an area known only as the Badlands, a new and barbaric sport has taken hold. Armoured sports' cars race around specialy built tracks in a ruthless battle as players blast each other out of the way to be first over the finishing line. *Badlands* has eight unique tracks that change as the level of difficulty increases. The Atari coin-op makes its Amiga debut care of Domark in November.



MR DO! RUN RUN

Mr Do has to run and run in a 16-bit version of the Universal cult coin-op. Released on Electrocoin Software's Arcade Classics label, the player is cast as the mischevous clown, Mr Do. During the game he has to collect a variety of fruit in a vast number of colourful caves with nothing but a magical crystal ball to protect him from the swarms of cute but deadly monsters intent on gobbling him up. Be careful, the crystal ball needs time to recharge itself after each power surge and you'll have to keep on the run to stay out of trouble.



DAYS OF THUNDER

Taking up pole position at the soft shops this November will be *Days of Thunder*. Based on the new Tom Cruise movie, the game uses filled-in vector graphics to reproduce the different tracks on the North American Stock Car cirtuit. With a variety of different user-selectable viewpoints, including sky cam, trackside, grandstand and airship, *Days of Thunder* takes you up close to the bumper to bumper action. The game also allows you to hook up your Amiga to another Amiga for a head to head racing challenge and cutomise you car for maximum performance. Out from Mindscape in September.

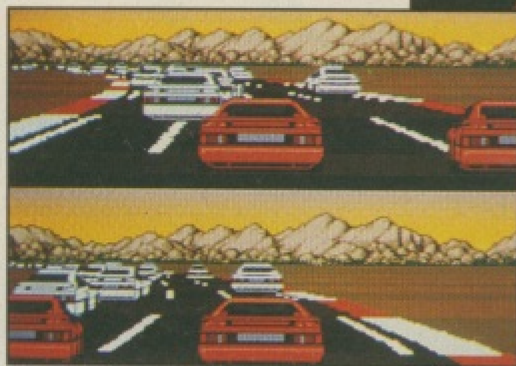




DAYS OF
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The game of the film!
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BUZZ

TURBO CHALLENGE







Gremlin would like to challenge you to a race. Not just any race, though. This time you're behind the computer wheel of a Lotus Esprit Turbo, which can accelerate from 0 to 60 mph in 4.7 seconds. The game uses a split screen 3D view of two Lotus Esprit Turbos racing each other with up to twenty other computer controlled opponents to compete against. Featuring massive hills, vicious bends and three levels of difficulty, the game offers a total of thirty two different tracks set in seven different countries. Hack round circuits at up to 150 mph, refuel in pitstops, and work your way to the top of the leader **board.** The ultimate aim is to win the championship at the hardest level, but finishing first in a race means you start the next race from the last place on the grid. It ain't going to be easy. If you manage to become the world's number one driver, Gremlin will send you a certificate as testimony to your fiercesome driving skills. Look for this one in November.

THEY'RE BACK!





Proving to be a smash hit at the cinema, *Gremlins 2* has been scooped up by Elite. Featuring the sickeningly cute Gizmo, the new film switches to Clamp Plaza in New York where a bunch of evil Gremlins have begun to multiply and run amok. Scheduled for an autumn release, the new game is a welcome return to the top ranks for Elite after a quiet time in recent months. We'll have a full review in a couple of months.

BIG BUSINESS

With *Corporation* receiving rave reviews in the computer press and only days away from its official release, Core Design have announced their intention to produce a sequel set in outer space. Five years have passed since a Zodiac agent managed to infiltrate the high-security systems of the Universal Cybernetics Corporation and steal an embryo of one of their genetically created monsters. UCC have since switched production to a secret research lab in outer space and have developed far more sophisticated and fearsome creatures capable of crushing a human to a bloody pulp with their bare hands. Zodiac are once more called into action and the player must infiltrate the spaceship, locate the lab and blow up the research centre once and for all. Out next year.









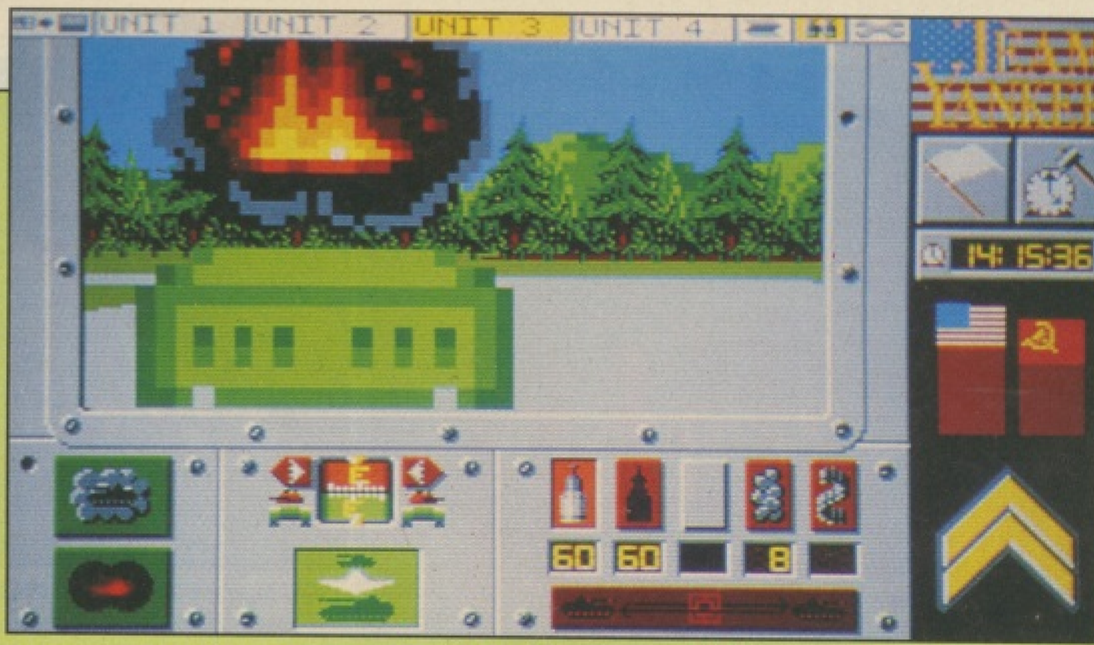


WORKING THE NIGHT SHIFT

US Gold will be releasing a cute Lucasfilm game called *Nightshift* — set in none other than the workshop of Industrial Light and Magic, George Lucas' real-life award winning special effects company. But instead of building C3PO's you build Bobbin, Zak and other sprites from Lucasfilm games.

You play a Hollywood entrepreneur, who runs the factory nightshift and who's determined to up the production quotas.

Nightshift on the Amiga will be coming off the assembly line early next year.



TEAM YANKEE

New from Empire, this game's a 3D Tank Combat simulation based on Harold Coyle's No. 1 best selling book and involves taking control of over four separate tank units made up of four vehicles each. The strategic deployment of units takes place on plan maps, while the action is controlled and viewed in a simulated 3D model of the battlefield. The player has the option to control and view all four tank units at once on a split screen or single out one particular tank unit on a full screen. Based on five major tank battles, Team Yankee has a full pre-mission briefing, is icon driven and uses tanks based on official specifications and statistics. Available in September.

SHOCK WAVE



Alien Mother Ships have landed on Earth and are bent on annihilating all human life. As commander-in-chief it's your job to defend four vital sectors — mines, factories, oilfields and army HQ — from the marauding aliens. Each sector provides vital supplies necessary to the war effort such as money from the mines and fuel fromthe oilfields. Armed with a high-powered ground skimmer you must decide which sector to defend first. Against almost impossible odds you are aided by lasers and armour piercing weapons with the chance to aquire smart bombs, rockets and nuclear warheads — but only if your factories remain inteact. A new release from Digital Magic in October.



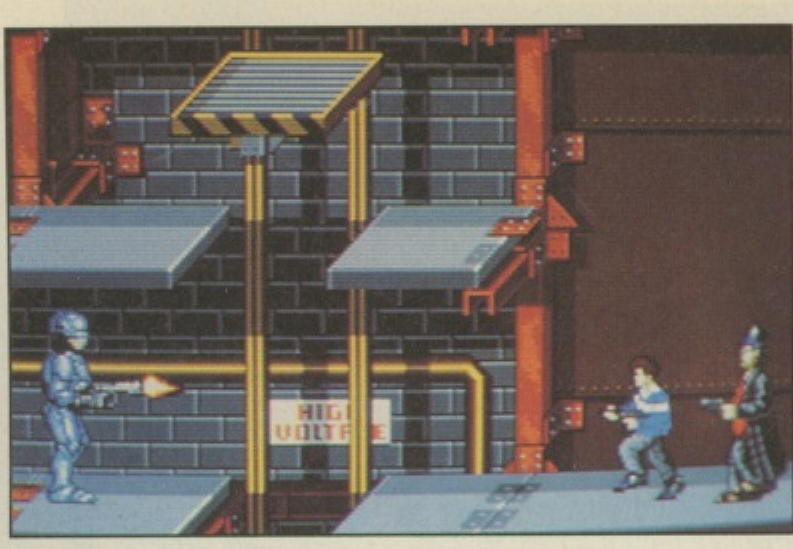
ZIRIAX

Shoot 'em up action is coming your way in the form of Ziriax, a fast horizontally scrolling shoot 'em up set in outer space. Piloting a small attack ship you've got to shoot down what look like flying hamburgers, mutant insects, armoured fighters and contend with mortars, tanks and groun fire. With 4 B-I-G levels, power-ups, energy pods, and plenty of surprises, Ziriax is flying your way from the Software Business in September.

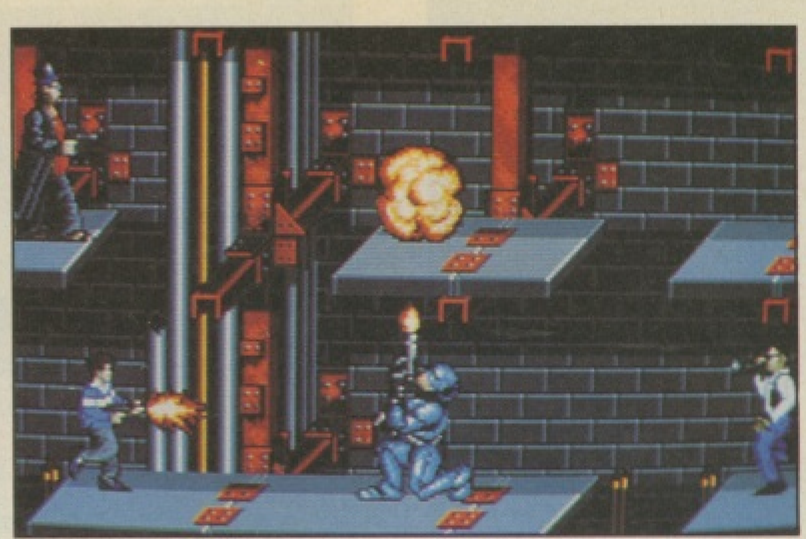
CRICKET CAPTAIN

Get a taste of County cricket in this new game from D&H Games. It's your job as manager of a County cricket club to take the side upthe league and win the championship. Combining a fully playable cricket game with a management strategy game, Cricket Captain allows you to select a coach, hysio and scout, train the squad, recruit payers for the youth and senior teams, adjust each player's wages, balance the club accounts and take on all comers on the cricket pitch. The ultimate aim is to win the league and get selected to manage the national team. Out in October.





Gunning for the bad guys.



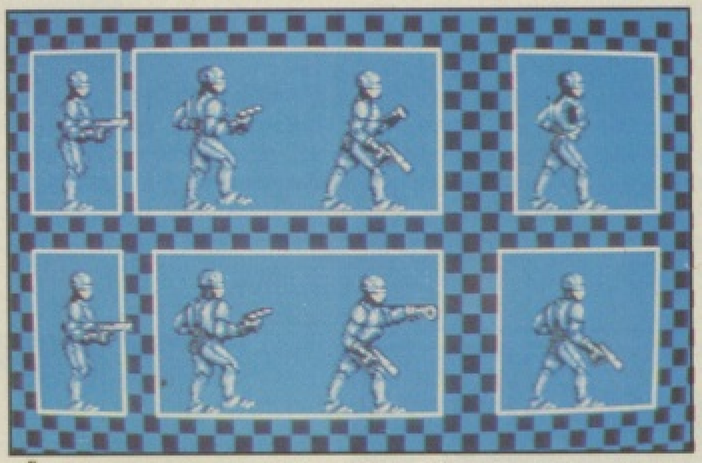
Level four, the shoot out in the brewery.

ROBOCOP 2

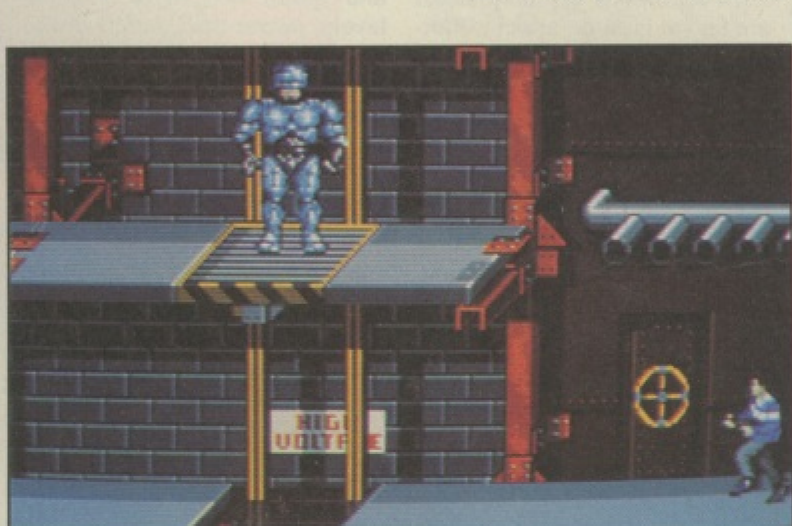
He's back. New body, new mind, same ultra-violence. Set to clean up this Christmas, Mark Patterson investigates.

Based in Liverpool's grandiose Albert docks, Special FX can lay claim to being Ocean's right arm when it comes to the programming stakes. In the past they've been responsible for smash hits such as *Midnight Resistance*, *Untouchables* and *Batman*. As *Robocop* was the best selling game of 1989.the sequel has a lot to live up to.

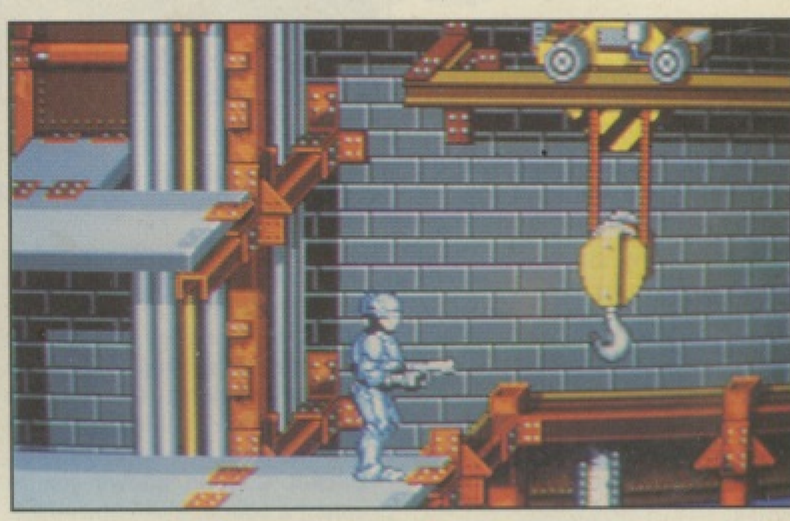
The game will be made up of eight levels grouped into four distinctive types. First there's the brain sections, which appear twice throughout the game. Here Robo has to try and regain his memory of himself and his wife. This is done by tracing a line through Robo's memory chips on a graphic representation of a circuit board. Similar to the bike section in the arcade version of Tron, you can't double back or go through the same location twice, but if you get stuck you can 'flip' your lines to the other side of the board, so it's hard getting into a no win situation. As more chips are passed a digitised picture of one of the film's characters appears, a nice presentation touch which also serves as a guide as to how you are doing. These sections have time limits, but if you complete them you get a handy restart option the next time Robo runs out of lives. Then there's the shooting range. Similar to the one in *Robocop*, the villains now appear at the windows of



Karen's early drafts for Robocop's movement.



Robo kicks off on level four.



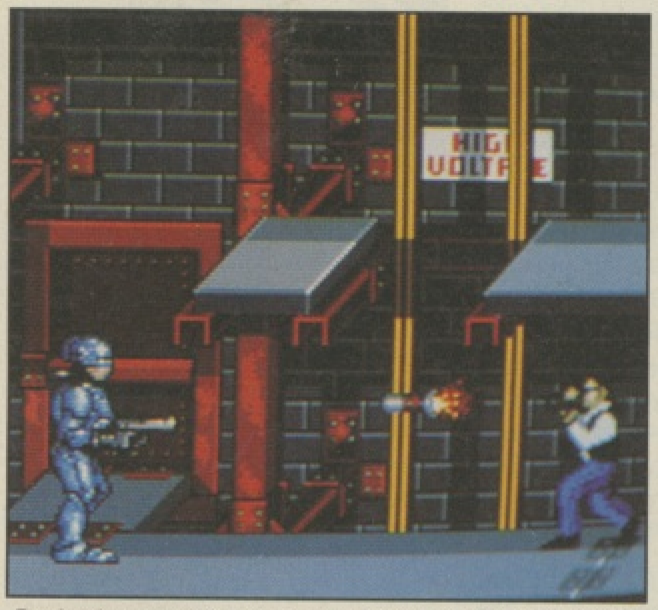
Traverse the beer vat by swinging on the hook.

an abandoned house. So do the good guys. Needless to say, you shoot anything that's pointing a gun at you. Success here increases your shooting accuracy; the more targets you hit the less shots you need to put the bad guys down. Again, this appears twice, so if you make a balls up first time you get a chance to redeem yourself later on.

The most significant sections are, naturally, the bits were you get to shoot things. For instance, the brewery contains plenty of villains who are just begging to be shot. On top of that there are huge beer tanks which need to be emptied before Robo can proceed. Every so often a character from the film will appear. This puts Robo into arrest mode. All he has to do is get to the character without killing him or being killed. It isn't easy.

In the prelude to the final battle Robocop must make it to the top of a skyscraper blasting all the bad guys in sight. This is an out and out shoot 'em up. At the top there's a face off with Robocop 2, who carries all kinds of manic weapons. From there Robocop and Robocop 2 descend through the building. Robocop 2 uses a different weapon each floor which Robo has to shoot off. When they reach the bottom Robocop 2 opens up with all the weapons that weren't shot off earlier on in the level.

In between each level is a digitised picture updating you as to which bit of the film you're up to. Though there's no in game music, there's enough digitised sound effects to make it like a full scale war.



Rocket launchers are only one of the hazards Robo must face.

If *Robocop 2* is half as successful as its brother it'll be a big hit. From what I've seen it looks as though it's going to be bigger than that.

THE TEAM

Linking a game with a film is never easy. As a guide the team were given a pre-release version of *Robocop 2*, minus several scenes. The biggest challenge for artists Karen Davies and Colin Rushby were making Robocop move less like a human, which was eventually achieved by squaring off the main characters and moving the body from the shoulders. Keith Tinman, the sound department, was given the job of creating the theme tune as well as sorting out the best samples to run during the game. Putting it all together is down to Ian Moran, who's the main programming brain behind the bunch.



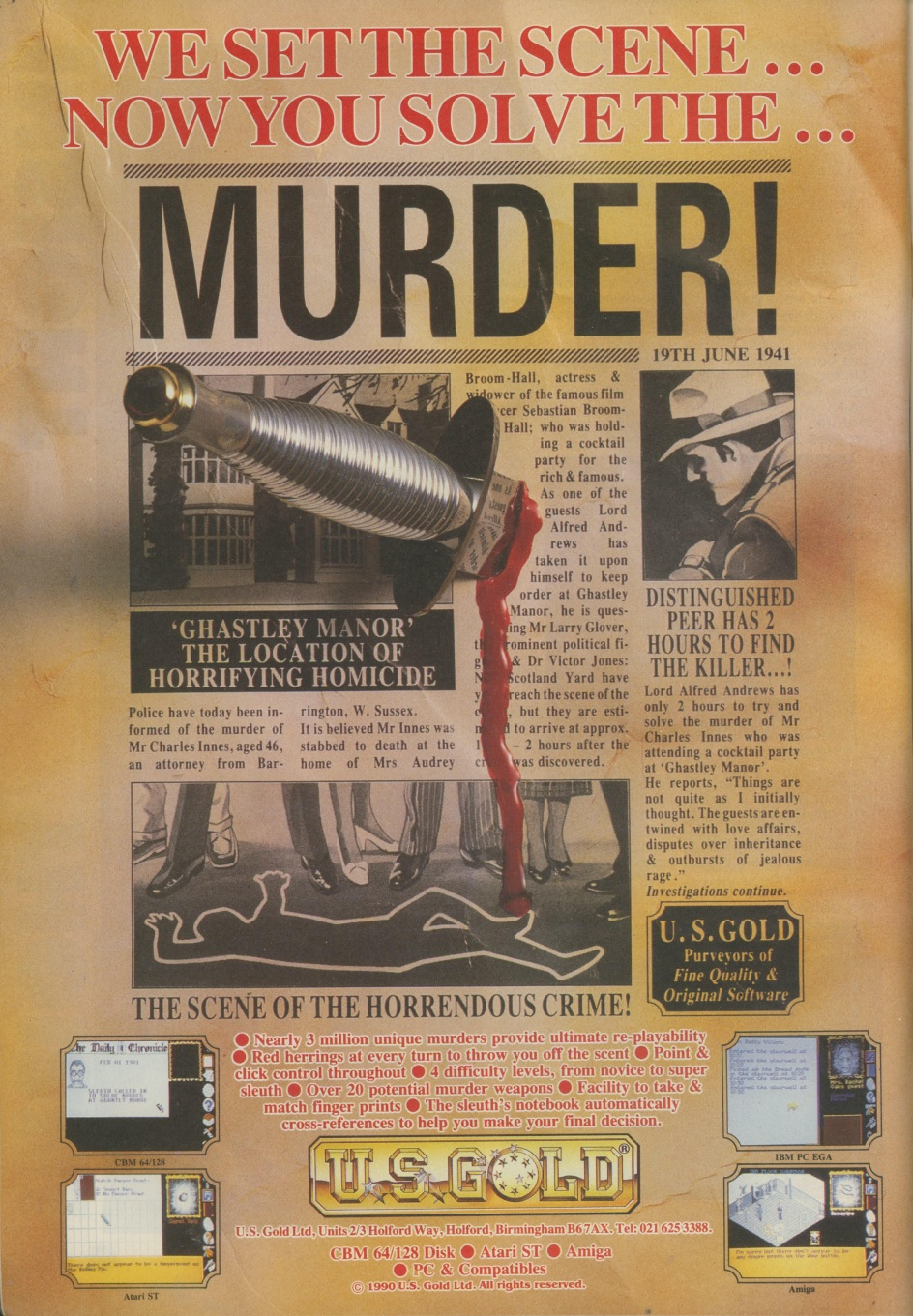
Robo's back in action.

THE FILM

Once more Robocop is out on the streets battling crime, only this time he's been improved. At the start of the film he's dismantled, given a nice, new, blue-ish body, a couple of hundred more directives, and has had his memory tampered with. When he finally gets back on the streets he uncovers a ruthless gang who are flooding the city with a highly addictive synthetic drug. Robo does his duty and shuts this gang down, killing several members in the process. Unknown to him their leader (who he thought was dead) has had his brain placed inside *Robocop 2*, setting the seen for some more spectacular pyros.

The cops gather for the final showdown with Robo 2.




WE SET THE SCENE ...
NOW YOU SOLVE THE ...
MURDER!
19TH JUNE 1941
'GHASTLEY MANOR' THE LOCATION OF HORRIFYING HOMICIDE
Police have today been informed of the murder of Mr Charles Innes, aged 46, an attorney from Barrington, W. Sussex.
It is believed Mr Innes was stabbed to death at the home of Mrs Audrey Broom-Hall, actress & widower of the famous film ...cer Sebastian Broom-Hall; who was holding a cocktail party for the rich & famous.
As one of the guests Lord Alfred Andrews has taken it upon himself to keep order at Ghastley Manor, he is ques...ing Mr Larry Glover, th... prominent political fig... & Dr Victor Jones: N... Scotland Yard have y... reach the scene of the c..., but they are esti...d to arrive at approx. 1... – 2 hours after the cr... was discovered.
DISTINGUISHED PEER HAS 2 HOURS TO FIND THE KILLER...!
Lord Alfred Andrews has only 2 hours to try and solve the murder of Mr Charles Innes who was attending a cocktail party at 'Ghastley Manor'.
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THE SPY WHO LOVED ME

Bond's back. The 60's wonder reaches for his electronic bag of tricks and gets set for another Domark adventure.

With the new 007 movie not scheduled for release until next year, Domark have dipped into Eon Production's back catalogue of movies to find a suitable film for their next game. *The Spy Who Loves Me*, with its spectacular car and speedboat chases, underwater combat and gun battles was the logical choice.

Karl Stromberg, evil incarnate, has captured two nuclear subs and plans to nuke New York and Moscow. Only Bond, with a case load of super weapons in one hand and dry Martini in the other, can save the day and is sent to kick ass.

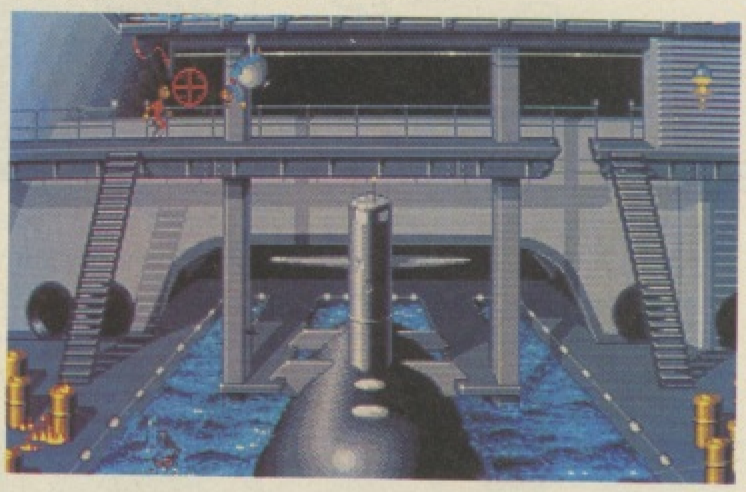
Paul Margrave, 23, handled the programming on the Amiga with Tony West, 23, and Lloyd Baker, 19, creating the graphics. Tony is a veteran of the industry having worked on *F16 Combat Pilot*, *Cyberball* and *A Licence To Kill*. Tony works almost exclusively on the ST and ports over graphics to the Amiga, but intends to eventually ditch the ST in favour of the superior capabilities of the Amiga. In *The Spy Who Loves Me*, the Amiga offers a bigger screen and much better sound effects and colours. Because of its architecture, the Amiga can also play digitised sound effects while the game is playing.

Soundwise, 17 year old Mathew Furness has turned in an amazing rap version of the Bond theme tune. The song was produced using an Amiga, Soundtracker and Roland synth. With musical credits for *Hard Drivin'*, *Klax* and *Escape From The Planet of the Robot Monsters* already under his belt, he's one to watch.

The game intro is a digitised sequence taken directly from the films' famous opening credits. The game itself begins with Bond arriving in Sardinia and picking up his Lotus from Q. The first and third levels are derivative of the classic *Spy Hunter* coin-op driving game with the idea being to shoot everything in sight, pick up Q tokens, and improve the handling, speed and weapon characteristics of your car. The second level involves a speed boat chase with ramps and other obstacles to negotiate. The fourth level is a classic underwater shoot 'em up with pick ups, weapons, waves of baddies and Stromberg's hideout, Atlantis, proving to be the end of level nasty with its range of gun turrets, missiles and other such defenses. *Operation Wolf*-style action is used in levels five and eight with Bond having to plant a bomb on Stromberg's oil tanker while you take care of his henchman by shooting them as they bob up and down. In the eighth level you must protect your girlfriend/Russian agent while bumping off Jaws and his buddies. Level 6 involves reprogramming tracking computers to aim nuclear missiles at each other rather than the two cities. This is done by cracking a combination code in a set time limit. A jet skiing shoot 'em up completes the picture in level seven.



Bond's Lotus gets super-charged.



Operation Wolf-style action from level five.

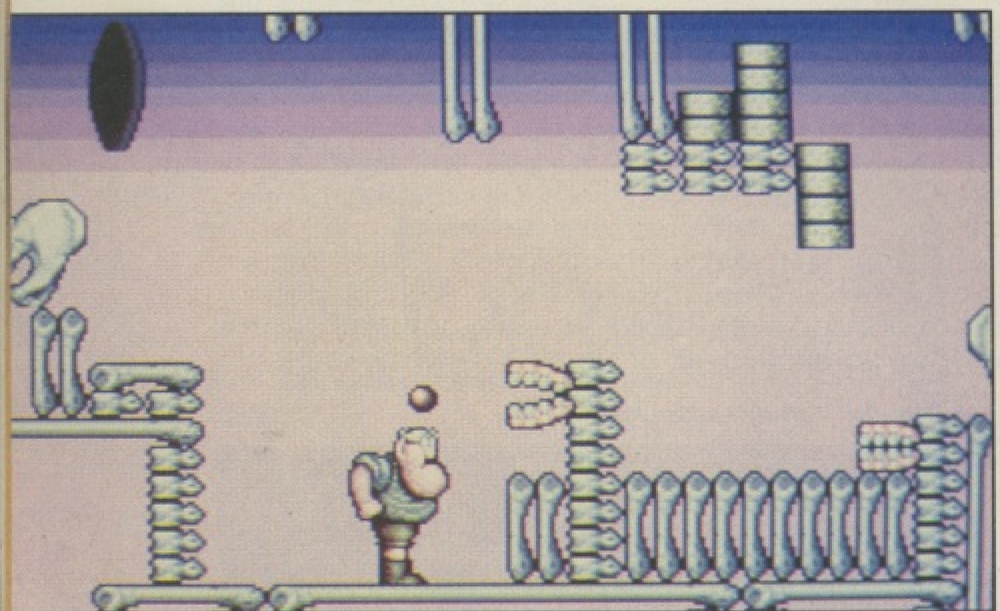


Yikes, Stromberg's got your girlfriend. Can you kill him first?



Sprite editor shots from the eighth level.

THE CU COLLECT



MONTY PYTHON'S FLYING CIRCUS

PJ Gumby's lost his mind! During an accident it slipped out, split into four pieces and bobbled off in search of the good life. The only way he can collect all four pieces together again is to pick up sixteen cans of spam per quarter of brain. Unfortunately he's had his body replaced with that of a fish! Shoot parrots and other animated objects, because PJ's not invincible and if he runs out of energy he's for the big foot.

DEMO FAX
Supplier:- Virgin
Price:- £19.99
Release Date:- September
Notes:- Shoot all the cheeses to reveal cans of spam. Open pipes can be shot to reach akward spam.



TORVAK THE WARRIOR

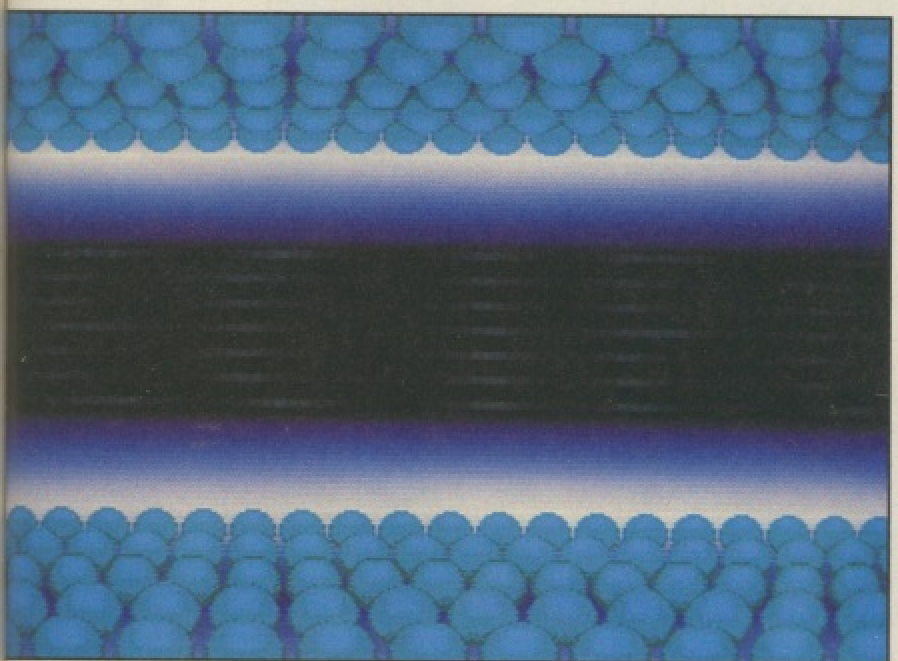
Set in an age of might and magic a lone barbarian embarks on a heroic quest. *Torvak The Warrior* gives you the chance to flex your muscles and do battle with evil creatures perverted by magic. Extra weapons such as swords and maces can be collected on the way, along with potions and shields. Smash obelisks to reveal hidden objects. Flashing globes increase his energy. Avoid deep water as this barbarian can't swim.

DEMO FAX
Supplier:- Core Design
Price:- £24.99 (and not £19.99 as stated on the demo screen).
Release Date:- September
Notes:- To jump off platforms and down wells, push up and fire, then pull the joystick down as you descend.



THIS MONTH IT'S SLASH 'EM AND HACK 'EM ACTION FROM CORE DESIGN'S *TORVAK THE WARRIOR* AND ZANY SHOOT 'EM UP FUN FROM VIRGIN'S *MONTY PYTHON* GAME. THERE'S A BUMPER HACKS SECTION, A *TIME CIRCLE* DEMO AND A NIFTY CU INTRO TUNE BY STEVE 'ELECTRONIC' HARRISON.

TION



FANTA-SPHERES

This month's featured demo is from Time Circle. If you have a demo you think is good enough to feature on our cover disk follow these rules:

1) Demo must be less than 100k.
2) It must not contain any offensive material (eg bad language).
3) If you want your disk returned please enclose an SAE.
4) Then send your demo to;
Cover Demo
CU
Priory Court
30-32 Farringdon Lane
London
EC1R 3AU

HACKS

Teramis, Web Of Terror, Harley Davison, Thunderstrike and Resolution 101 make up the hacks section this month. Follow the on screen instructions then select the hack you want.

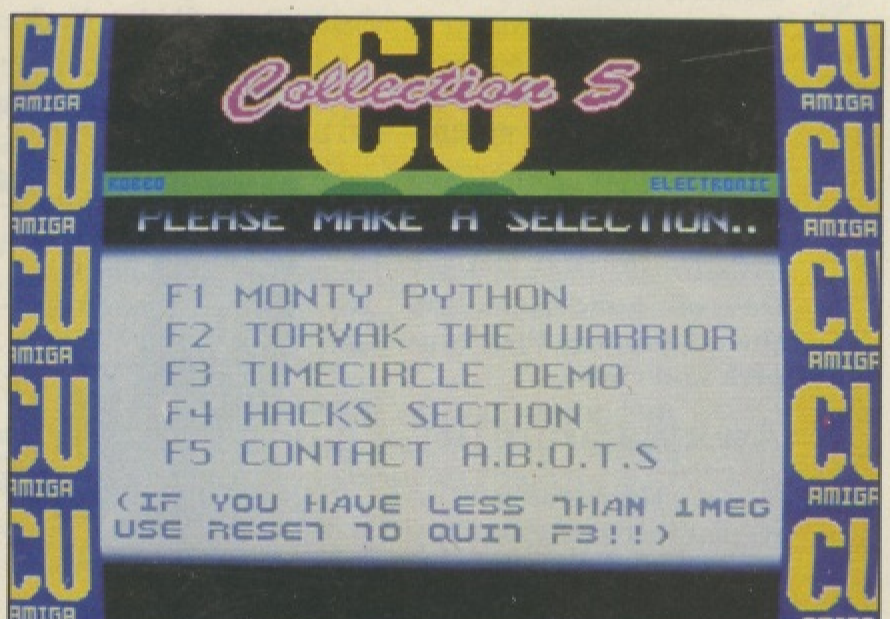
This month's disk was compiled by A Bit On The Side, 8 Thorald Place, Kirksandall, Doncaster, DN3 1NU. The hacks section was programmed by Andy Grifo.

FAULTY DISK?

If your disk doesn't boot, or you think there's a problem, wrap it up and send it to this address...
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Pentreebach
Merthyr Tidfil
Mid Glamorgan
CF48 4DR

IT'S EASY

Using the disk couldn't be easier. Reset your Amiga and insert the disk. To get past the intro tune click on the left mouse button. The drive stops and the screen flashes for a few seconds on some programs. This is perfectly normal, it's just the program decompacting. When you've finished playing a demo you need to reset your Amiga and reload the disk for the other features.



BACKCHAT

CU LETTERS

Write to us at CU, 30–32 Farringdon Lane, London EC1R 3AU

Progress

I am a fourteen year old Commodore freak. Ever since I bought your magazine five years ago I have watched software houses come and go. Throughout that time only one software company has produced the games the public want to buy, Ocean. Now as they are a rich company, they snap up all the licenses without any real competition.

But there has always been another company along side them, US Gold. Their conversions on the C64 were a bit dodgy, but now they have decided to make their own games on the Amiga they are really surpassing themselves with titles such as *E-Motion, Knights Of The Crystallion, Their Finest Hour* and *Sherman M4*. Their last game, *Rotox*, proves my point and led me to write this letter.

I congratulate US Gold and wish them all the best in the future.

Matthew Harper, Kent.

Yep, USG are really turning out some corkers, aren't they?! As for Ocean snapping up every major license — well, they've not had it all their own way recently. They've lost the *Turtles* and missed out on *Aliens vs. Predator, Gremlins 2, Dick Tracy, Days of Thunder* etc. But then, I suppose they can pick and choose.

Awkwardability

Having been a regular reader of your fabulous magazine for the past four years (it wasn't as good then as it is now) I would like to express my opinion about the way the games are reviewed. Generally I would agree with the ratings most games are given, but I would like to point out that games such as RPG's might warrant different categories apart from graphics and sound, such as an IQ factor which isn't considered at all in the rating table.

Games like *FOFT* may look nice but as far as playability is concerned I wouldn't even give it 10%! *Space Rouge* plays well but you don't have to be a genius to complete this game in a week. If those two games were given an IQ Rating (lastability doesn't really reflect the difficulty of the game) I wouldn't waste my hard earned money buying them. So why not set up a different ratings system for adventure and RPG style games?

Pablo Osterdiedes, York.

We are working on a concise rating system for RPG, Strategy and Adventure games and hope to have a new format worked out in a couple of issues time.

Quids in

How about giving a prize for the best letter printed in your magazine? Fifty quid's worth of software should be OK, and I think I should be the recipient of this prize for coming up with such a cool idea.

Antonio Merazmera, Australia

How about we double your suggestion? If you have any points to make, complaints, complements or grievances, write to Back Chat. You never know, you might just earn yourself £100 of gamesware for the star letter. The letter's page is also expanding to two pages from next issue so get writing.

Side swipe

Congratulations on your cover disks. The *Rotox* disk was fantastic, and the last one featuring *Venus* and *Back to the Future 2* was great too. It's a great idea to start including some PD stuff. I've been a fan of the PD scene for some years - there are some really talented people working out there. Keep up the good work!

P J Bloggsfeat, Ramsgate.

We're planning lots more PD demos. Our disks are now put together by A Bit On The Side, one of the top PD companies in the country and they've got some wild ideas on how to make our disks even better.

Under cover

The *Flood* (July) cover was great and the *Rotox* (June) cover was miles better than the version USG used in their ads. Who does them for you? Does he use a super-Amiga or something to make up the images?

Arthur Crarey, Northants

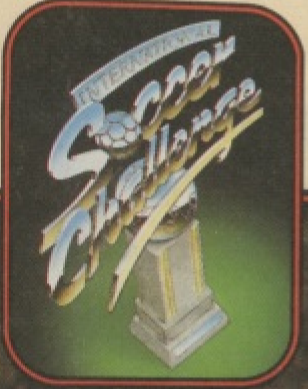
Our covers are put together on a £60,000 Qantel system by artist, Jamie Russell. He takes the basic theme of the cover game and uses a Paintbox art package and digitised pictures to create all sorts of weird and wonderful images.



Micro Style

THE COMPETITION'S OVER AND HERE'S THE WINNER

Andreas Brehme scores the winner, World Cup Final, July 1990. MicroStyle introduce the winner, Autumn 1990.



Italia '90. Italy 1990. World Cup Soccer '90. Thanks for the memories. The world's greatest game, brought to your small screen for a month. Now it's time to stand out from the crowd and sprint onto the pitch - Where the real action happens.



Tackle hard for the ball, deep in your own half, and send an inch-perfect pass wide to the winger. As he takes on the full-back, you're sprinting down the middle, screaming for the return.

The ball swings across, high above the defence, as you stretch your legs to their limit. One bounce and you let fly with your boot as the goal looms before you, sending the ball fizzing towards the top corner...

International Soccer Challenge is viewed from the players' perspective at pitch level, giving you fast-flowing three-dimensional action that you control as you wish.

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DEMOS

On offer this month: a heavy metal collection of Eddie the 'ead pics by Motorhead, a cacophony of PD musak, and just about anything else the PD companies could throw at us!



The Eddie scan show from The Deeper Domain features various shots from every period in the Maiden mascot's history.



Another shot from the Eddie scan show.



A rather raunchy piece of fantasy art taken from the n Divine Visions demo. Supplied by The Deeper Domain

SUPPLIERS' GUIDE

Premier PD, 15 Croxteth Drive, Rainford, Merseyside, WA11 8JZ.

Virus Free PD, 23 Elborough Street, Swindon, SN2 2LS.

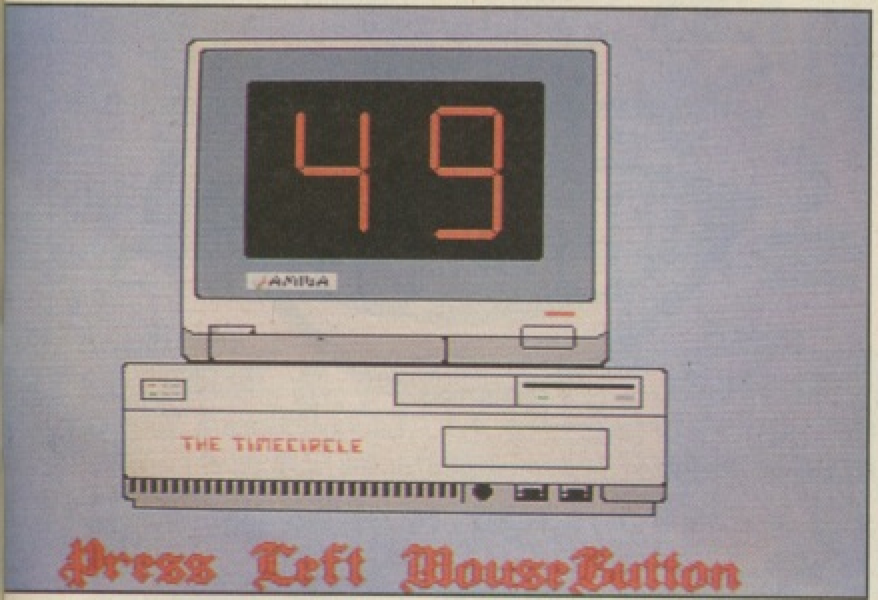
A Bit On The Side, 8 Thorald Place, Kirk Sandall, Doncaster.

Hasselfree PD. 168 Wolsey Way, Syston, Leicester, LE7 8NX

NBS, 132 Gunville Road, Newport, Isle Of Wight, PO30 5LH.

Seventeen Bit, PO Box 97, Wakefield, WF1 1XX

Recoil PD, 10 Down Side, Epsom, Surrey, KT18 5EX.



Visually unimpressive, this demo from Seventeen bit features an amazing sound track.



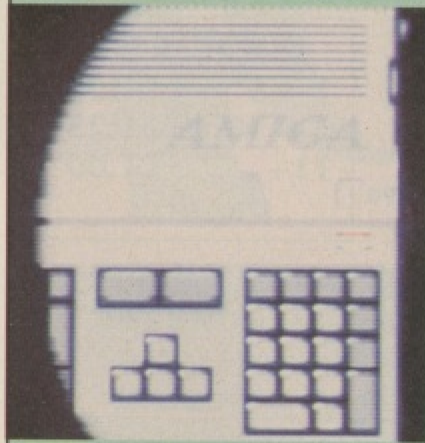
A hi-tech stereo system, complete with adjustable stereo sound. From Seventeen bit.





Another piece of digitised airbrushed fantasy art, courtsey of The Deeper Domain.

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in.



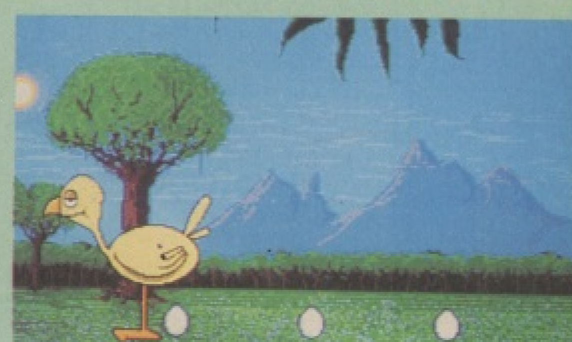
DEMO OF THE MONTH

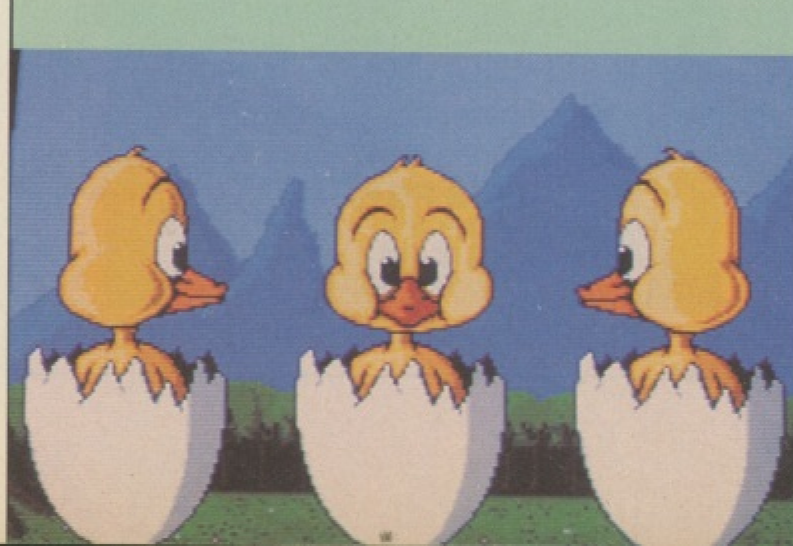
TITLE: Budbrain Megademo
AUTHOR: Budbrain
SUPPLIER: A Bit On The Side
INFO: Two disks, over 18's only

This month's demo star goes to the Budbrain megademo, on account of originality and humour. This demo opens, unusually, with the credits, which take a while to get past. Things take off with a scene called Movie, a cartoon story about a hacker come burgler who comes to a rather abrupt end. Set in three parts it appears throughout the demo. Other features include an excellent, though slightly dated, acid tune. Best of all are the birds. A scrawney yellow bird lays three eggs, they hatch and the middle one starts doing a solo drum machine impression while the other two look on in amazment. The only drawback to this demo is the gratuitous, and slightly pointless, porno jokes demo at the end of the second, which should be avoided by people who are easily (and not so easily). Otherwise an oustanding demo with lots of features, and lots of fun.



PRESENTATION:	81%
ORIGINALITY:	92%
GRAPHICS:	87%
SOUND:	90%
OVERALL:	89%





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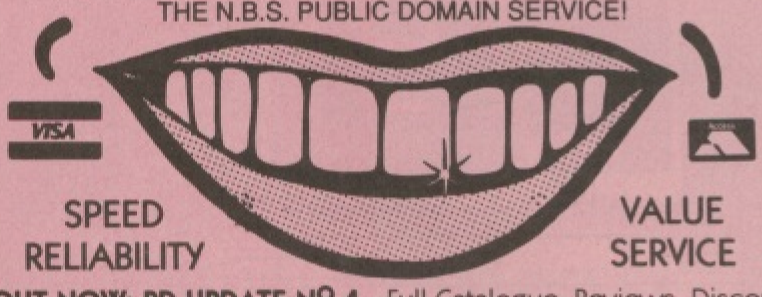
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D186 ANARCHY DEMOS...Great flashy demos inc COMA!!
D192 BRUCE LEE SLIDE-SHOW...Digi piccys of Kung Fu Hero.
D306 JOES SLIDE-SHOW 2...Nice digi piccys. Good show.
D309 PHOTOMONTAGE 1...Another collection od digitised pictures.
D310 PHOTOMONTAGE 2...using Digi-View Gold. A brilliant set.
D311 PHOTOMONTAGE 3...of high res stuff from UTOPIA.
D315 UNREAL GAME DEMO. Game demo to rival The Beast? Good FX.
D318 FRAXION FANTASY PICS...More brilliant mythology pictures.
D323 ITS OBSCENE 5... More of those naughty phone calls.
D510 **THE RUN**...Tobias Richter's police chase anim. (1 Meg!).
M057 TRIUMPH MUSIC 5...Great tunes ripped from demos.
M070 CRUSADERS BACTERIA...Fantastic presentation for good music.
D001 ALCATRAZ Mega Demo 4 (3 disks) Brand new demo, brilliant.
D011 NEWTEC Demo 3 (2 disks) 1 Meg, highly rated.

XXX RATED(Please state over 18)
X110 **FRAXION HORROR**...Absolutely brilliant horror disk!!
X111 HORNY MOUSE SLIDE-SHOW (part 1) More of those...girls!!
X112 HORNY MOUSE SLIDE-SHOW (part 2) and even more girls!!
X113 BODY TALK...(1 Meg, 2 disks, 2 drives) Utopia's high res goodies.
X114 BUSTERS!!!...Makes Showering girls Sunday School pupils!!

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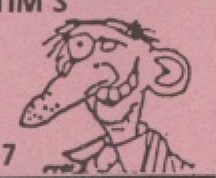


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633. CHAOTIC SOUNDS 1
641. ROGER RAMJET RAP
678. DEXION MUSIC 1
680. AMOS MUSIC DATA 1

—DEMO'S—

131. DYNAMIC DEMO'S 1
459. DYNAMIC DEMO'S 2
596. DYNAMIC DEMO'S 3
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625. ACID MIX 2
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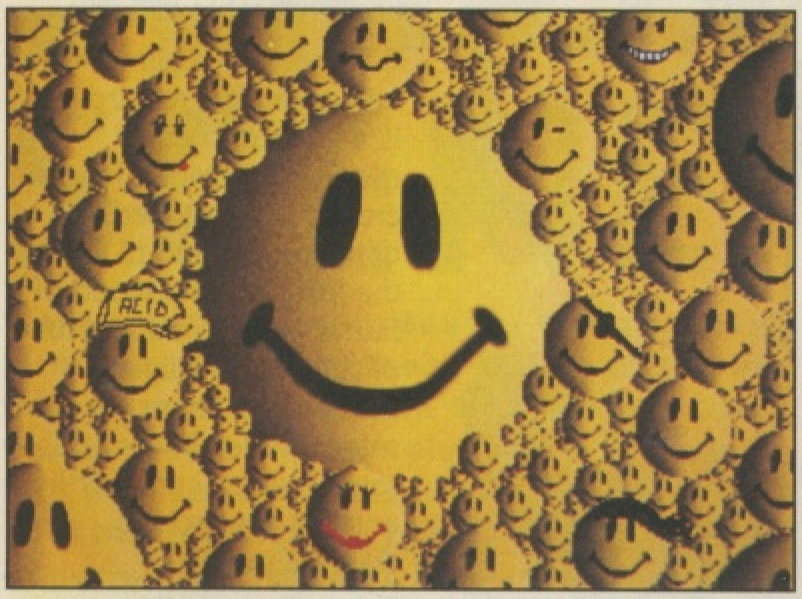
DEMOS



A great dance track on the Safehouse disk from Recoil PD.



Expressive art and a fairly decent sound track. Again from Recoil.



Probably the best acid demo in the world, from Recoil.



The fantastic THR/Recoil music disk.

PD TOP 10

N.E	▲	1.	X	110
1	▼	2.	D	180
3	=	3.	X	118
2	▼	4.	X	108
4	▼	5.	M	031
6	=	6.	D	138
N.E	▲	7.	D	001
5	▼	8.	X	107
N.E	▲	9.	D	011
8	▼	10.	U	205

X – Over 18's G – Graphics S – Sound
U - Utility G – Game M – Miscellaneous.



Scoopex's Mental hangover, at number 2 this month.

If you have any demos of your own you would like featured in this section, send them to: Readers Demos, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Please enclose an SAE if you wish your disk to be returned.


Apprentice
Zolo, an apprentice to the Master of the Guild of Magicians, is young, talented and wise beyond his years. Though he has another 400 years of apprenticeship to serve,
Zolo has given glimpses of brilliance. His reward is a chance to enter the Guild provided he can cross the bewitched and dangerous world of Fumo, the dragon. The world of Fumo is colourful and full of cute but intelligent inhabitants. There are many hidden levels and rooms which can only be entered after solving different puzzles.
Zolo will need all his guile, wit and mastery of his craft to solve the complex puzzles. His youth and agility will be an asset as he journeys through the bewitching colourful land of Fumo. An arcade adventure full of colour, superb graphics and intrigue, to grip your attention from start to finish.
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SCREEN SCENE

Welcome to Screen Scene, the essential guide to Amiga games. Our reviews are timed to coincide with the release dates of the games themselves, so you won't find any out of date reviews here, only up to the minute information from an experienced team of joystick journalists.

SOUND

Four channel sampled stereo rock or a Stock, Aitken and Waterman drum track? The higher the rating the higher you run the volume.

GRAPHICS

Not just overall prettiness, but animation, style, design and the way the visuals fit in. So it doesn't have to be the prettiest game in the world to score high here.

PLAYABILITY

This rating lets you into how easy it is to get into a game, and once you start playing whether it's addictive or uninteresting dross.

LASTABILITY

Speaks for itself. The higher the rating the longer you'll be loading it up. Ties in closely with the playability rating.

OVERALL

The most important of the lot. And here's CU's rough guide to ratings:-

0- 29%	Man, this stinks.
30-39%	Phew, avoid.
40-49%	Below par.
50-59%	Worth checking out if your a fan of the game style.
60-69%	Above average, but with a lot of room for improvement.
70-84%	Good but flawed.
85-92%	ScreenStar, recommended.
93%+	Super Star, our highest accolade. Must not be missed.

AMIGA SPEC

Watch out for this addition to our reviews. The Amiga is the finest home computer that money can buy, and if we really feel that a game is pushing the boundaries of the machine we'll tell you how and why.

THE TEAM

STEVE JAMES — Steve once gave his dad 50p and told him it was the enrolment fee for MI6. But his first job involved lugging around a sackful of Sunday rags. Since then he has had a number of jobs including chip shop fryer, mortuary porter and mental nurse (that's mental nurse NOT *mental* nurse!!! — ED).



Secret agent, Steve "in cognito".

DAN SLINGSBY — Dan's first job was cooking burgers at a MacDonalds. Because of his undoubted expertise in the fast food market, Dan's the man when it comes time for someone to go out to buy the burgers at our local kebab shop. He never forgets the fries!



'Do you want fries with that, pal?'

MARK PATTERSON — Mark likes to make plenty of dough but his first job certainly didn't make him a millionaire. Working as an apprentice baker from 6am until 1pm, Mark was paid the princely sum of £10 plus all the fairy cakes he could eat. Ballooning to a whopping 14 stone, he decided it was time for a change and joined the CU keep fit crew.

The CU Screen Star is for games scoring 85%-92%. If a Screen Star is awarded then you can be sure that the product will have reached a high standard in gameplay, sound and graphics, and that it will have long lasting appeal.

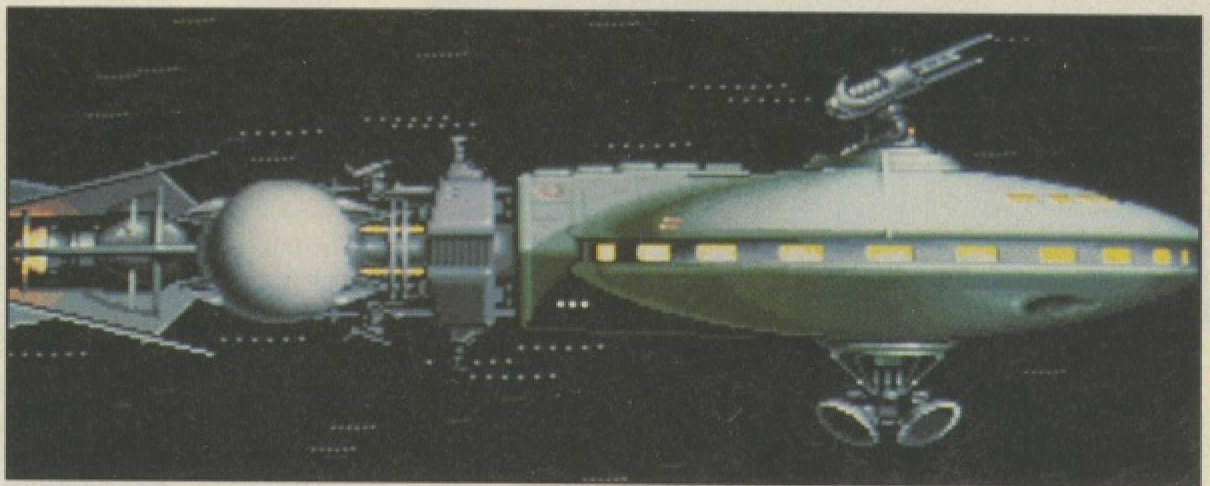
Ninety-three percent and a game's worth a superstar. We hardly throw these around — but if a game displays totally superior qualities, it just might be in with a chance.

The fairy çake king relaxes after scoffing 12 donuts!



SUPREMACY

Every so often a game will come along that will knock spots off the competition; it'll be an absolute corker, a true thoroughbred that takes a particular genre by the scruff of the neck, ignores convention and routine, and comes up with a radically different game destined to become a classic. *Supremacy*, from Virgin Mastertronics, is just such a game and looks set to storm the charts.



Each battle ship accommodates 4 platoons, but you'll need several ships when you attack the enemy's base.

Supremacy is a space strategy game and pits the player against four alien empires in four different planetary systems. The first scenario involves an 8-planet system with your starbase at one end and the enemy's base at the other. The objective is to build up resources such as money, minerals, fuel and food and train and equip an army to fend off attacks and eventually capture the enemy's home planet. Food is an essential requirement, unless you want to see your population wither and die, so it's best to invest in a food processor from the very start. Without fuel you won't be able to power your space craft and energy is needed to help run mining equipment. Essentially, the game is a battle for economic and military domination and resource management is the key to success.

The other six planets in the system are lifeless and can be colonised to exploit their resources once they have been formatted. The animation used to depict planet formatting is similar to the genesis effect used in the Star Trek: Wrath of Khann movie with a sweeping electrical field engulfing the lifeless world. A Volcanic planet is great for fuel and mineral production but not very good for generating wealth. A Metropolis planet is useful for generating cash but not efficient at food production. Planet formating is random so you never know what type of planet you're going to get until after the process has finished. By clicking onto the desired planet a small inset screen depicts the type of world that's been created: a volcanic eruption for a volcanic world, skyscrapers for a metropolis, green fields for a tropical world and so on.

The depth of gameplay is enormous. What at first looks a very simple task soon becomes increasingly complex. The first system is easy to master, once the basic techniques have been learnt, and the leader of the rebel kingdom soon capitulates. If you have any trouble, the boxed manual offers a host of hints on how to progress further. The next three systems are much larger, require a lot more planning, and offer adversaries who are more adept at military strategy. Mining stations and food processors cán be bought for cash in the first game, but thereafter require a combination of cash, food, minerals and energy. It's possible to inherit such equipment by attacking enemy planets and taking over any equipment left behind.

At the time of writing, I've managed to defeat Wotok, the first level leader, through sheer



Mining and farming equipment installed on a planet's surface.



Use the flight screen to launch and land ships.



Mysterious pirates are attacking your starbase.

MELBOURNE HOUSE/VIRGIN MASTERTRONIC
PRICE: £19.99



The e



The end-of-game animation screens for level 1.



Wotok is brought in, handcuffed and defeated.



Blam! That's one way to deal with him!

brute force (an attack force of 16 crack platoons!) and have succeeded in offing the leader of the next system. It wasn't easy, though, as there were double the number of planets to exploit and it wasn't posible to send battle ships direct from your starbase to the enemy's HQ as you could do in the first scenario.

The icons allow quick access to all the screens. My only grumble here is the need to access so many of them to buy, crew, launch and set up a farming or mining unit on another planet. The same goes for training and equiping an army and flying it into battle. It's also a good idea to use a pen and notepad (not provided) to keep track on where all your troops are and which planets have farming/mining units on them. Although you can access this info it's rather time consuming and while your doing that the enemy could be attacking one of your planets.

The use of on-screen messages adds another dimension to the game. The main screen not only tells you when an enemy is attacking, who's won the battle, or when food supplies are getting low but also relays important news stories from around the solar system. During play I received messages telling me a plague of aracno-insects had wiped out my farming units on one planet and that my scientists had developed a nulclear drive so I didn't need to refuel my battle ships. Some of these messages are entirely random so no two games are entirely alike.

There's a variety of ways to play the game. On level one I adopted a gung-ho attitude, built up a vast army of super soldiers and went straight for the jugular. By level two this tactic won't succeed. I had to adopt a more careful strategy and slowly build up resources and equipment before I could launch an effective attack. Even then, when I sent 8 platoons to his starbase I found myself vastly outnumbered and had to hastily retreat and send for reinforcements. Another approach is to build an empire of rich manufacturing planets, buy the best equipped troops, and fortify each planet against attack.

The game has some marvellous touches. When attacking enemy troops there are three animation screens depicting the battle which come up alternatley each time the battle screen is selected. There's also a panel where you can chose the aggressiveness of your troops as they fight. This increases their strength level but means that they die quicker. As enemy forces increase a faint image of the opposing dictator forms across the system screen which gets brighter as the enemy approches your starbase.



The final battle, 22 crack platoons are set to wipe out the enemy starbase.

It's essential to play the first level and not get stuck into the most difficult scenario straight away. The last level bad guy is a tough nut who can outsmart and outflank you with ease. I haven't defeated him yet and it looks like it will be a long time before I do. I cockily played against him as soon as I got the game and was soon reduced to licking his boots.

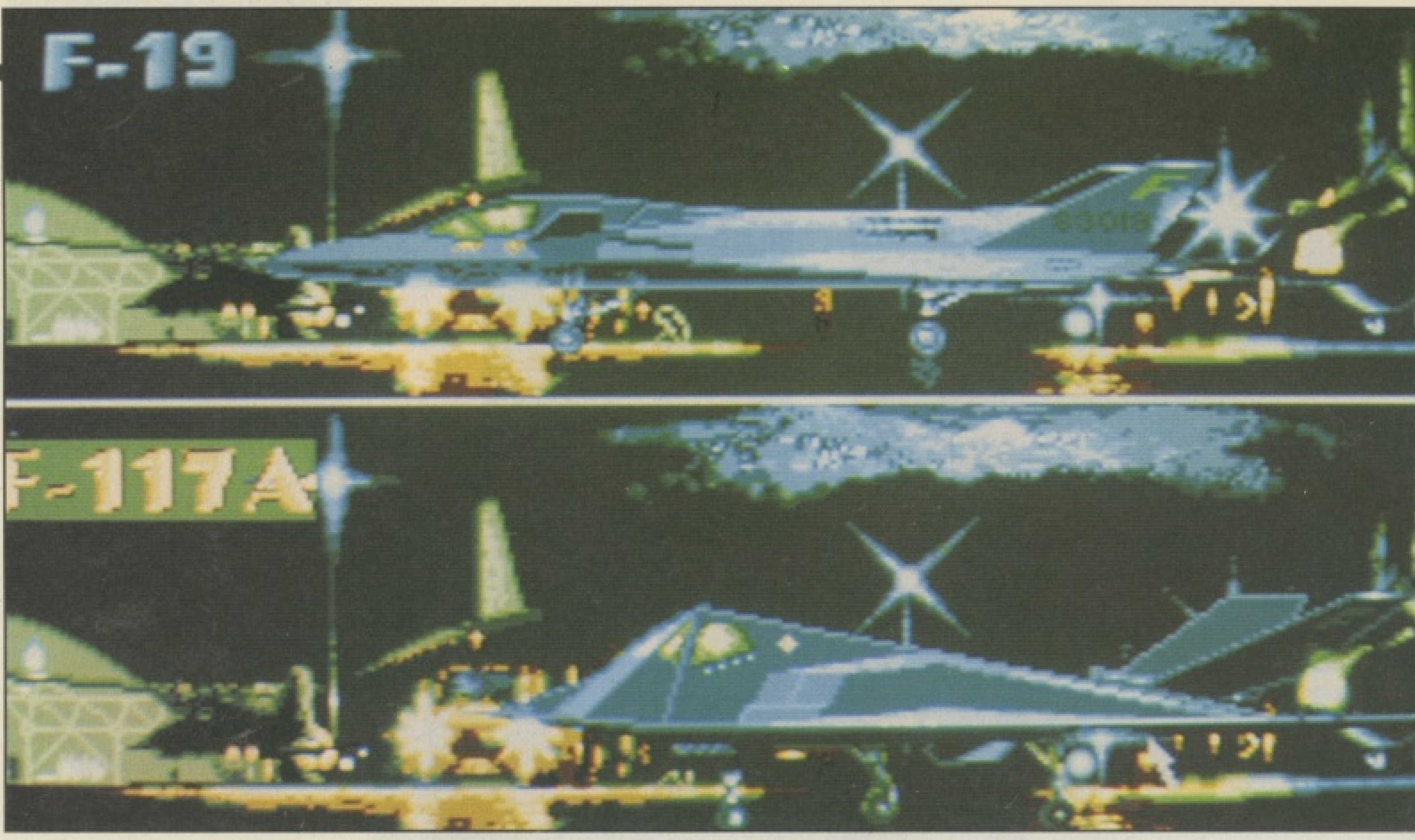
Nick Bruty (design) and David Perry (programming) have come up with the ultimate in strategy games. There are so many different ways to play *Supremacy* that you can always find a new approach and a different set of tactics to use. A classic.

Dan Slingsby



You cannot afford to buy these troops.

SOUND:	75%
GRAPHICS:	87%
PLAYABILITY:	91%
LASTABILITY:	92%
OVERALL:	93%



On the top you have the F-19, below the F-117A

F-19 STEALTH FIGHTER

In one of the most specular marketing coups of recent years, MicroProse USA produced a flight sim based on a plane which nobody, bar designers, military brass and the White House, new anything about: the F-19 Stealth Fighter. Though visually incorrect, and the name finally revealed as the F-117A, Microprose's simulation was, amazingly, so accurate that it actually landed them in trouble with the military when it was released on the PC.

Now that technical data as well as pictures have been released it's made things a lot easier for the Amiga and ST programmers. Rather than scrap their original prediction for the stealth fighter, the programmers have decided to keep it in along side the actual F-117A, so there are two planes to choose from.

Start off by entering your pilots name then select a mission to fly. Choosing a mission is a matter of selecting the scenario (Libya, Persian Gulf, Norway and World War Three in Europe), followed by strike missions against ground targets or air to air missions. Depending on how good you are at landing you can set the controls for no crashes, easy



An overview of your next mission



MICROPROSE
PRICE: £29.99



Not a very productive mission



Over sixteen different weapons to choose from

landings, or the real thing which can prove very tough.

Arming your plane isn't easy either. I spent some time sorting through the extensive manual trying to decide what weapon would cause the most damage to enemy villages. The computer suggests what the best weapon selections are for each mission, but these will differ from your own personal taste. You can launch from an aircraft carrier or, more likely, an airport in friendly territory. From here on F-19 runs similar to other wargames. The plane's computer has your destinations preprogrammed, so it's easy to find your target(s).

Like the real thing your stealth fighter comes equipped with a camera. This is probably the most useful gadget on the plane. With it you can look and tack visually all the way round your plane while looking forwards out of the cockpit. It also shows when your missile's locked onto a target which is really useful when you're using bombs.

Should you complete a mission, successful or otherwise, you get a debriefing. Which is rather nice as it shows little pictures of how well you did during your assault.

As with any organisation there's the chance of promotion and the odd bit of metal being pinned to your uniform. You start at 2nd Lieutenant and work your way through the ranks until you

Shot down over the Iron Curtain



AMIGA SPEC

F-19's graphics whiz past at between seven and twenty five frames a second, averaging at twelve. On the new Amiga 3000 its average is twenty five.

The game world covers 400,000 square miles and includes the Middle East (prior to the Iraqi invasion of Kuwait), Libya, North and Central Europe.

Programmed by Tim Walker, Adrian Scotney and Malcom Hellon with Mark Scott on graphics the whole things takes up eight megabytes, though the eventual compacted version will fit on two disks.

One of the most notable graphic achievements is getting curved wings on a graphics system which only uses polygons.


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Don't shoot, it's a friend

hit Lt Colonel, but that rank warrants retirement and only appears after one hundred missions. Commendations include Purple Hearts and various medals for bravery in the face of the enemy. The top award is the Congressional Medal of Honour, the US Army's highest award.

The graphics are among the best I have seen on any Amiga flight sim. They're smooth, fast and well drawn. Another interesting point is that objects slowly come into view unlike other flight sims where mountains spring out of nowhere. It's also nice to see enemy planes and installations on your camera display, instead of dots in the distance.

F-19 is taxing, though it's surprisingly easy to get to grips with the controls. The planes handle well with uncomplicated controls and simple to use weapon systems. This is an excellent sim for the novice, but expert pilots shouldn't be put off either. If the game's set on a high difficulty level you need to use every trick in the book and push the F-19 (or the F-117A) to its limit.

A truly excellent simulation.

Mark Patterson

This take off's in overcast conditions



Aim, be sure — then it's missiles away





STEALTH FAX

The Stealth fighter's main selling point is that it's almost invisible to enemy radar. This extraordinary ability is made possible with a combination of radar absorbing paint and body work, which includes revolutionary front and tail designs.

It's believed that it can carry most of the weapons currently in service with the USAF, though its payload is limited by the fact that its weapons are contained internally.

Unbelievably, the F-117A has been in production since 1981, with the first units being officially shipped to Britain this autumn. But it has been rumoured that they have been flying out of US Airbases in England using RAF Lightnings for sound and visual cover for the last three years

It's also known that the fighter saw combat action in the Panama invasion. Here its role was exploited to the full. A squadron flew in under the nose of enemy radar and attacked key installations to prepare the way for the marine assault.

Dimensions: Wingspan 43ft 3ins, Length 64ft 11ins, Height 12ft 4ins.

Role: Fighter/interdiction attack.

Speed: Estimated at just below Mach 1.

Crew: 1

Cost: Between $100 and $500 million depending on avionics and weapons load.

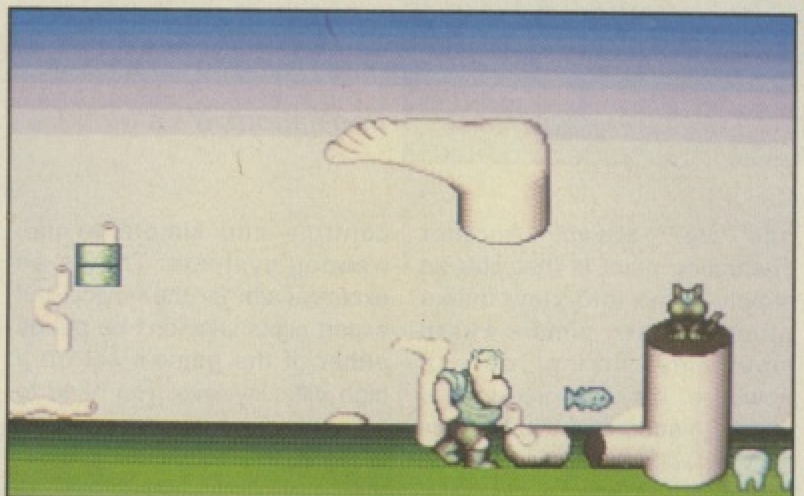
Amount in service: 63 (estimated)

SOUND:	78%
GRAPHICS:	91%
PLAYABILITY:	94%
LASTABILITY:	92%
OVERALL:	94%

MONTY PYTHON'S FLYING CIRCUS

For the past 21 years, the world has been entertained by such barmy antics as silly walks, spam-eating vikings and my all time favourite, the 'How Not To Be Seen' documentary. After the success of the books, films and videos it was only a matter of time before someone attempted to produce a computer game of the famous Python television shows. Virgin were the softcos that dared to dip a toe in the water and recruited Core Design to develop the game for them. It was always going to be a difficult lisense to attempt, but both companies have aquitted themselves admirably. The original feel and humour of the classic shows has been captured in digital form and the game's rather fun.

R.B.Gumby (he of the curved spine, miserable attitude and rolled up shirt sleeves) has lost his brains. The only way he can recover the four parts of his brain is to eat spam. 16 cans for each lump, to be precise. Of course, in a wacky world such as this, he can't just walk into a shop and buy some. He has to undergo strange transformations and travel through wacky landscapes, destroying cheeses and avoiding the deadly keep left signs. Sounds like Python? You betcha.



Watch the cat, it's about to explode



Let's have an argument. . .

You begin, in Gumbyesque form, stood on a typical Gilliam hillside. Behind you is somebody who isn't being seen (i.e. hidden in a bush). Walk forward a bit, and the game quickly cuts to one of many pointless, but very funny, interludes. For example, the first one tells you how to spot the Larch from a long way away. From there, poor ol' Gumby gets his head ripped off and stuck onto the body of a fish which has to travel along shooting dead parrots, policemen, the Spanish Inquisition and all sorts of other characters from the shows.

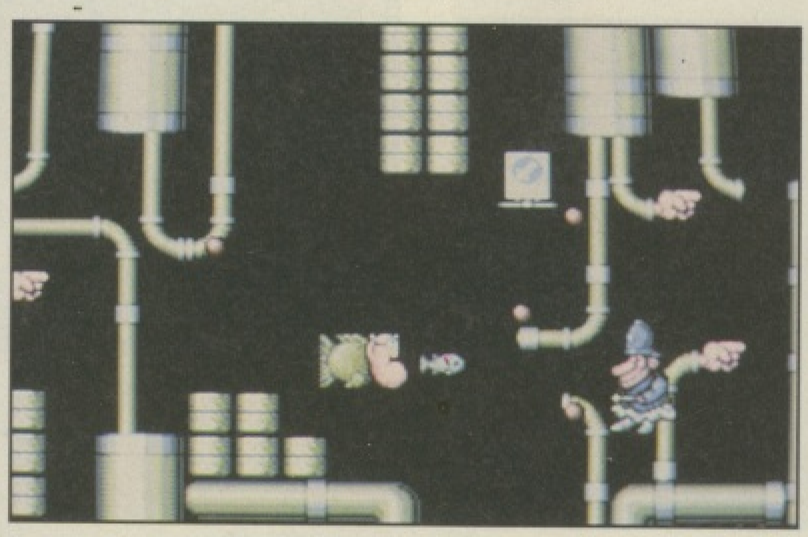
The game has three strengths; the graphics, the sound and the comedy. Visually, the game is almost perfect. All sprites are spot on when it comes to capturing Terry Gilliam's distinctive look, but some of the backdrops are a little bland. A particular favourite has to be the exploding cats on level 2 that sit around doing nothing in particular and suddenly explode when you approach.

The sound effects range from the unusual to the disgusting. Hear Gumby emit large belches upon eating spam. Chuckle to John Cleese arguing with you in the Ministry of Pointless Arguments. Best of all is the end of the level, where a mad charlady reads off the list of goodies you've collected in a horrible high pitched voice.

Sadly, the humour flags. The game isn't impressive enough to stand on its own. After a couple of run throughs of the first level, I soon found myself getting bored and, after you complete the game, I can't see anybody ever going back and replaying it.

A good trip down memory lane, and worth playing if you are a true Pythonite, but to be honest I can't really see the point in buying it. With stronger gameplay it would have been ideal but, as it stands, your money is better spent on a couple of Python videos.

Tony Dillon



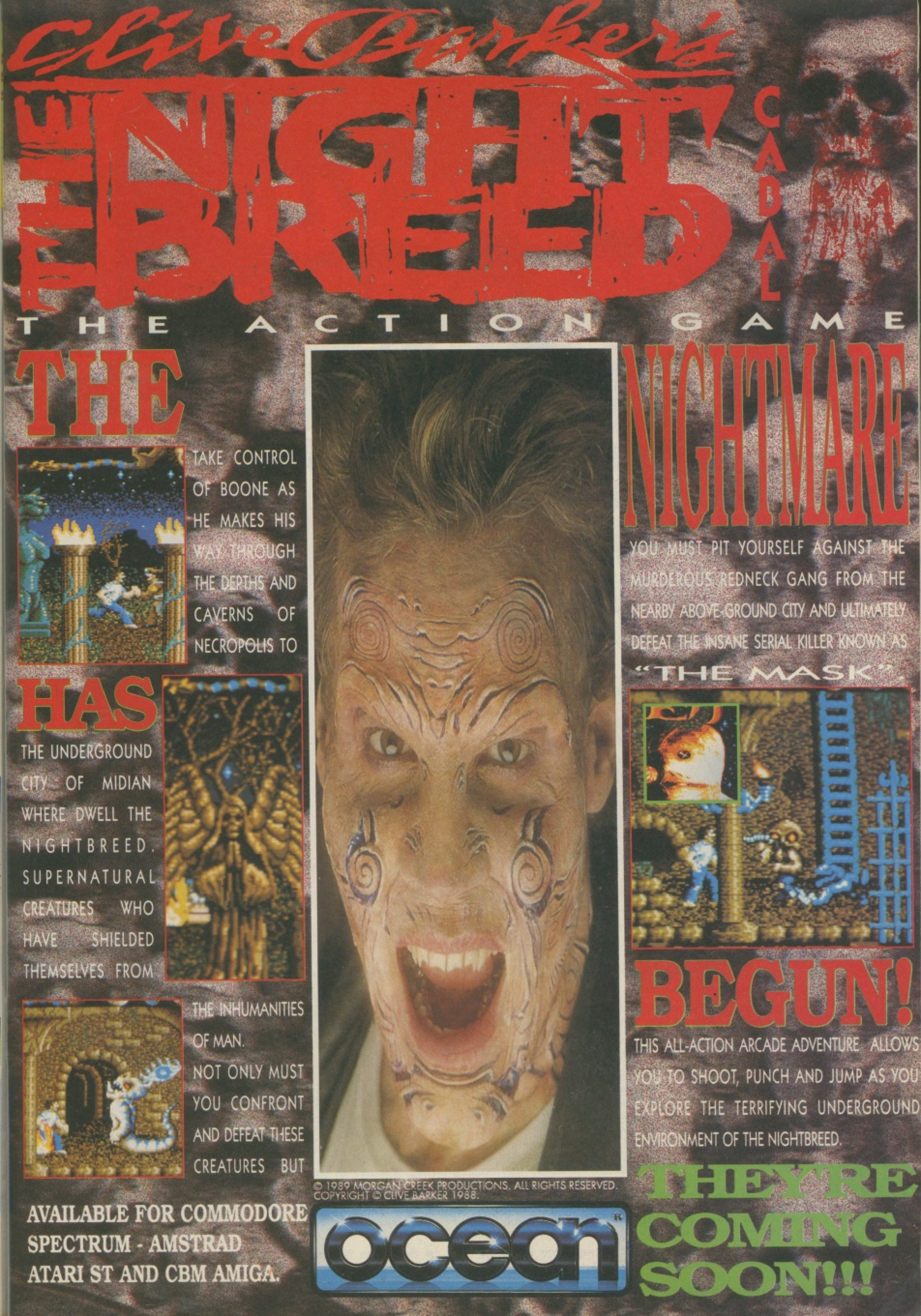
The dreaded keep left signs

Give us a kiss, darlin'

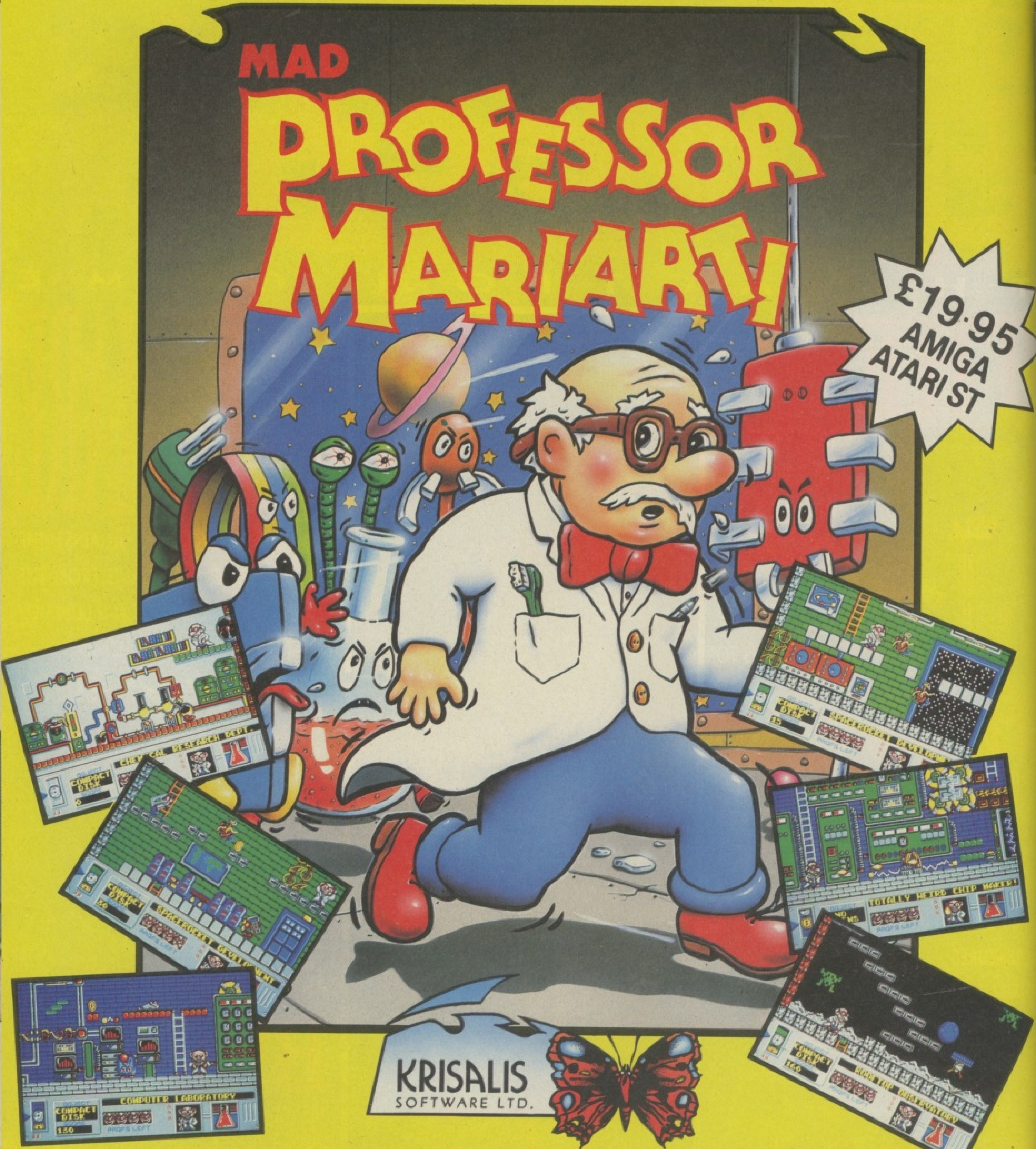


VIRGIN
PRICE: £24.99

SOUND:	86%
GRAPHICS:	81%
PLAYABILITY:	68%
LASTABILITY:	68%
OVERALL:	78%


Clive Barker's
THE NIGHTBREED
CABAL
THE ACTION GAME
THE NIGHTMARE HAS BEGUN!
TAKE CONTROL OF BOONE AS HE MAKES HIS WAY THROUGH THE DEPTHS AND CAVERNS OF NECROPOLIS TO THE UNDERGROUND CITY OF MIDIAN WHERE DWELL THE NIGHTBREED. SUPERNATURAL CREATURES WHO HAVE SHIELDED THEMSELVES FROM THE INHUMANITIES OF MAN.
NOT ONLY MUST YOU CONFRONT AND DEFEAT THESE CREATURES BUT YOU MUST PIT YOURSELF AGAINST THE MURDEROUS REDNECK GANG FROM THE NEARBY ABOVE-GROUND CITY AND ULTIMATELY DEFEAT THE INSANE SERIAL KILLER KNOWN AS "THE MASK".
THIS ALL-ACTION ARCADE ADVENTURE ALLOWS YOU TO SHOOT, PUNCH AND JUMP AS YOU EXPLORE THE TERRIFYING UNDERGROUND ENVIRONMENT OF THE NIGHTBREED.
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ocean
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INTRODUCING

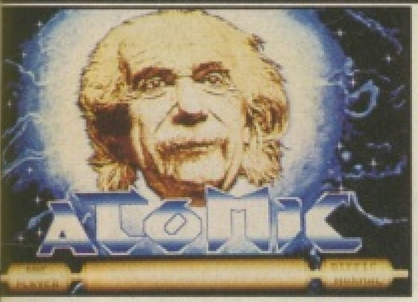


THE WORLD'S NUTTIEST SMALL SCREEN HERO IN HIS FIRST ARCADE ACTION CLASSIC

When the Professor is instructed to close down his five Laboratorys by The Lord Mayor or face being taken to the local Lunatic Asylum by Docter Headbender, you can see he needs your help. You must guide the Professor through over 100 screens avoiding Mutant Monsters and solving strange puzzles in your quest to save his sanity.

- Close down the chemical research, space rocket development, computer science and biological observation which will lead you to the end level, the mystery Laboratory.
- Use the tool vending machine to buy more powerful weapons with the coins you collect.
- Avoid walking floppy disks, caterpillar micro chips, spinning laboratory flasks, molecular sculptures, walking joysticks..... too many to list.
- By Shaun Hollingworth creator of many hit titles including 'Pac-mania'.

Krisalis Software, Teque House, Masons Yard, Downs Row, Moorgate, Rotherham S60 2HD.



ATOMIC

SCREEN SCENE

One of the biggest breakthroughs in modern science was the discovery that all molecules are built up from combinations of atoms. But why sit through hours of boring physics lessons when you can find out all about this fascinating subject through *Atomic*, the game that puts the 'fun' into science.

As a genetic engineer, it is your job to fit free atoms together to create different molecules. Atoms are pretty small things, so obviously you have to work in some pretty tight environments. Another problem with them is that they are basically free agents. You can't tell them exactly where to go, only offer encouragement by pushing them in a chosen direction in which they will continue to travel until they hit something, be it another atom or a wall. By sliding the atoms around and lining them up alongside each other using skill and logic, you have to piece together the pre-chosen molecule against the clock.

The gameplay is simple. The real difficulty comes from the planning. You can only tell the atoms which direction to slide in but not how far to travel. To stop them sliding to the other side of the wall you have to block their path with other atoms. Careful strategies are in order.

As the game progresses, it becomes incredibly difficult. The playing area slowly gets more and more cluttered with walls and obstacles, and the molecules get bigger. By the time you reach level four, you have to search the screen for a space where the molecule will fit, before you even consider putting it together.

As graphics go, *Atomic* has nothing to boast about. The sprites consist of nothing more than coloured circles and the screens do not alter that much. This does create a nice, tidy display though, and it works well.

It's very addictive and, through its simplicity, is very easy to get into. Not a must in everybody's collection, but definitely worth checking if you want to have fun damaging your brain. With 35 levels to play, it's certain to do just that.

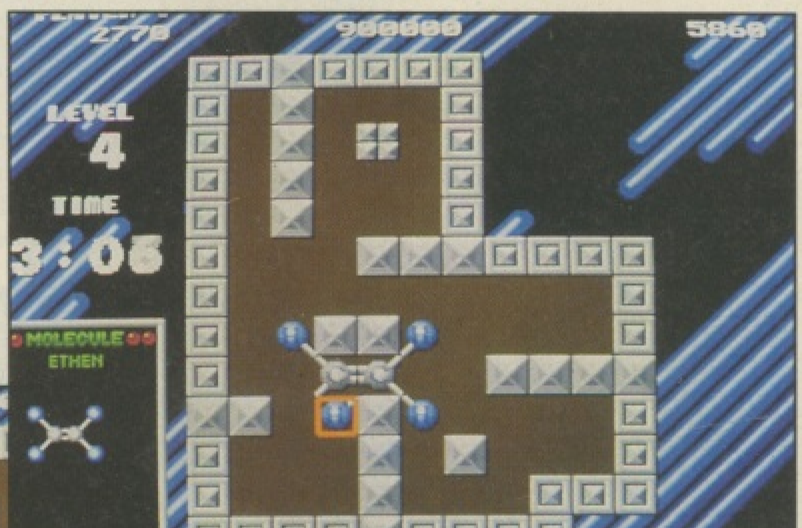
Tony Dillon



The atoms are scattered everywhere.



Click onto the atom and move it upwards to complete the molecule.



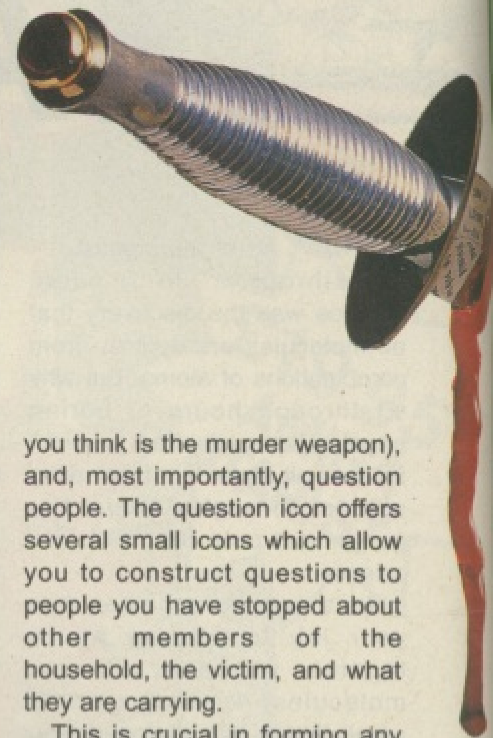
A two player option allows you to take over from a friend and steal their points by completing the molecule first.



THALION
PRICE: £19.99

SOUND:	61%
GRAPHICS:	68%
PLAYABILITY:	85%
LASTABILITY:	82%
OVERALL:	79%





There's nothing like settling down with a good murder, as they say, and this one comes on disk. *Murder* is a piece of interactive Agatha Christie, a whodunnit with a multitude of solutions that means you don't have to have any friends to play Cluedo.

The game unfolds with a newspaper story announcing how a sleuth has been called in to investigate an unsolved murder in a stately home. By altering the dates and the names you can change the parameters of the game making it more difficult and generating a different set of possibilities. This way you can either go back to a murder you failed to solve, or create a new game. There are, according to the authors, nearly three million possible games so you shouldn't find yourself playing old games too often!

Once you're into a game the scene is a 3D room with a set of doors leading away – much in the style of Cadaver. On the floor lies the victim. You, the sleuth, stand next to the corpse and a little magnifying glass floats ahead of you. By moving it around you can identify who people are and what objects are lying around, and this is the key to the game.

Murder is icon driven and, by clicking on one of them, you'll be able to see the layout of the house you're in, take fingerprints, compare them and wipe objects clean - important for comparing new ones should someone pick that object up as they often do; take an exhibit for evidence (you can only take one so preferably pick one which you think is the murder weapon), and, most importantly, question people. The question icon offers several small icons which allow you to construct questions to people you have stopped about other members of the household, the victim, and what they are carrying.

This is crucial in forming any



Changing the date on the newspaper will alter the nature of the crime and the victim.



US GOLD
PRICE: £24.99



Use the spyglass to identify characters and objects.

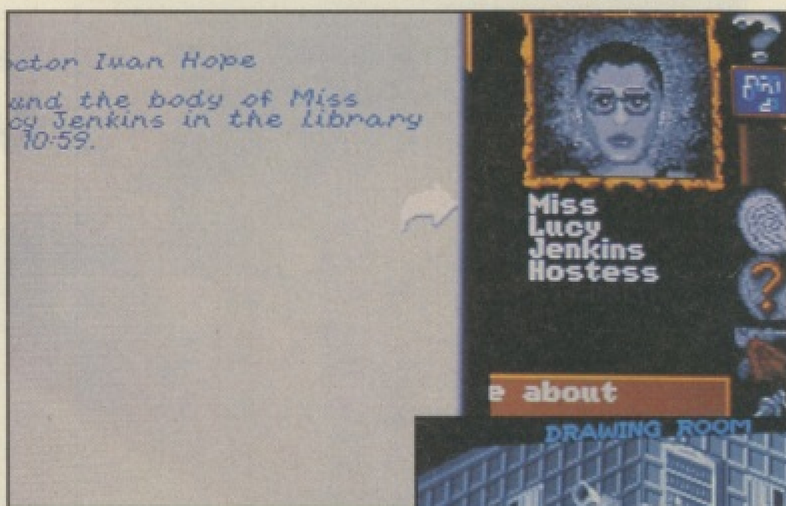
solutions as sometimes they'll give you information about quarrels or their whereabouts at certain times.

The game itself is played much like you'd expect to play Cluedo. You move around the house from room to room cross questioning people and examining various weapons and other objects, collecting information that allows you to eliminate suspects and whittle down the culprit. There is pressure though, in the form of a two hour time limit.

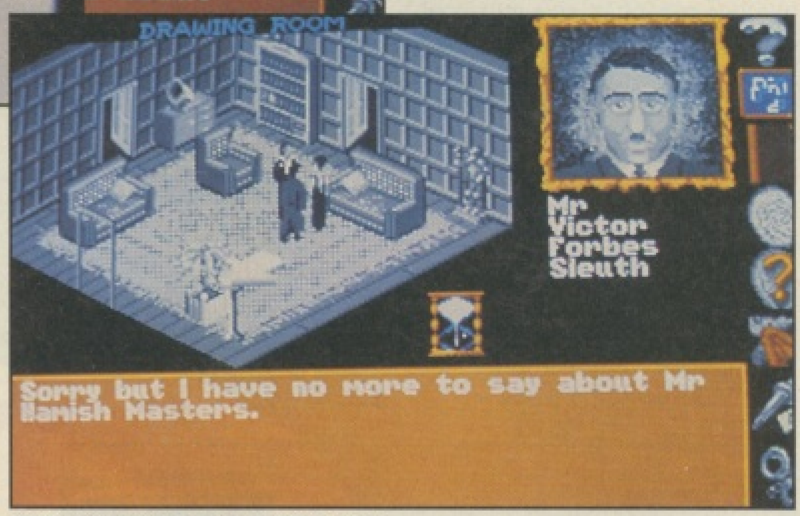
Murder was programmed by the Oxford duo of Jason Kingsley and Grant Harrison. Jason was involved in some of the graphics on the excellent cyberpunky video to Adamski's Killer, but don't expect similar quality on *Murder*. The style is very much typical of this kind of game and, indeed, the scene graphics are monochramatic.

As a challenge, *Murder* is perfect for would-be sleuths. There are more than enough possibilities to keep you coming back and, whilst you'll have to repeat the same rather painstaking actions to solve the mystery, it's absorbing stuff.

Mike Pattenden



Bulletins are issued regularly. File them in your notepad.



Nothing here? Follow the exit sign.



And as in real life, they've the right to silence.



SOUND:	50%
GRAPHICS:	75%
PLAYABILITY:	79%
LASTABILITY:	85%
OVERALL:	80%

PLOTTING

Zut Alors! Ocean's French arm has just put the finishing touches to Taito's arcade puzzle *Plotting* and is destined to become yet another completely absorbing, mind-challenging game in the vein of *Klax* and *Tetris*.

Like all games of the genre, the rules are simple, it takes seconds to learn and yet, mastering it will take countless hours. Four different types of blocks are arranged into various patterns of rows and columns. You are set a target by the computer; a time limit and the number of blocks you must get down to before you finish.



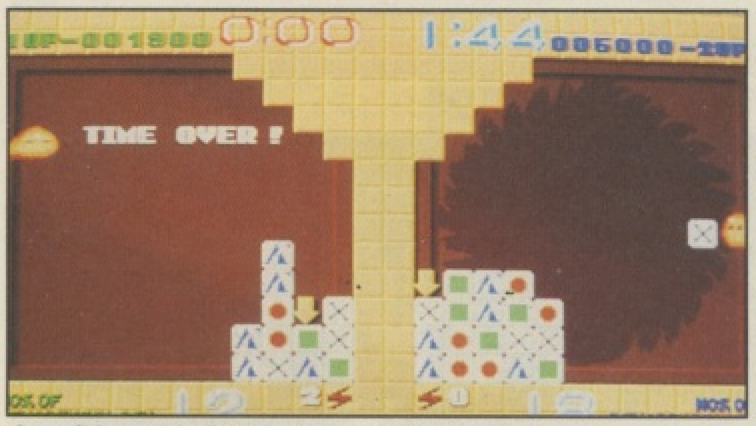
Blocks are removed by moving your glowing pacman who holds one block into a position whereby he can hit blocks in the main pile that have an identical pattern. Any usable block remaining is returned to him for the next go. If there's no usable block left you loose a life. One or two players can play simultaneously and that's about it. S'easy. The real brain power comes in when you try to score higher points by manoeuvering blocks so that you hit more than one per shot.

The music is simple yet complementary to the game and adds to the overall feeling, especially when it speeds up once you're down to the last 30 seconds.

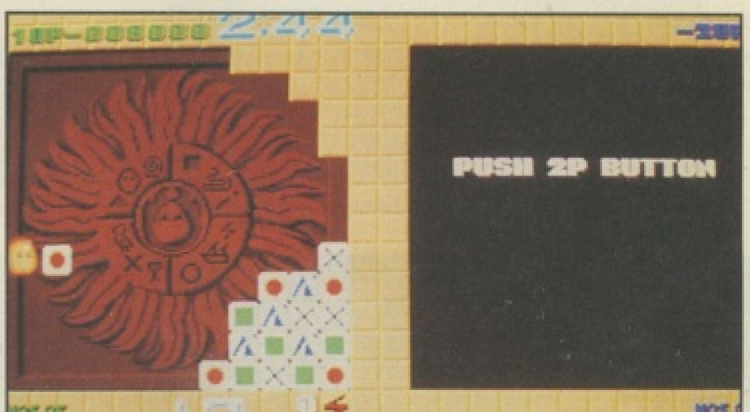
Plotting is simply brilliant. The addition of a *Plot* construction kit means that it will give timeless appeal, as you can put together your own levels with differing brick formations and pipes which you can bounce tiles off from the side or shoot through the middle from above. Pipes coupled with the various designs of roofs means that there're some points that can't be reached so it becomes important on later levels to think ahead and calculate your moves.

Everything here adds up to a sophisticated puzzle game that is simple enough for children to play and yet harbours a challenge that will always have you coming back just one more time. An essential game.

Garth Sumpter



A useful arrow indicates where your block will go.



Press the two player button to get into the game.



Line identical blocks up and fire.

OCEAN
PRICE: £24.95

SOUND:	75%
GRAPHICS:	76%
PLAYABILITY:	89%
LASTABILITY:	89%
OVERALL:	84%



Napoleon masses his forces in a classic scenario

UMS II

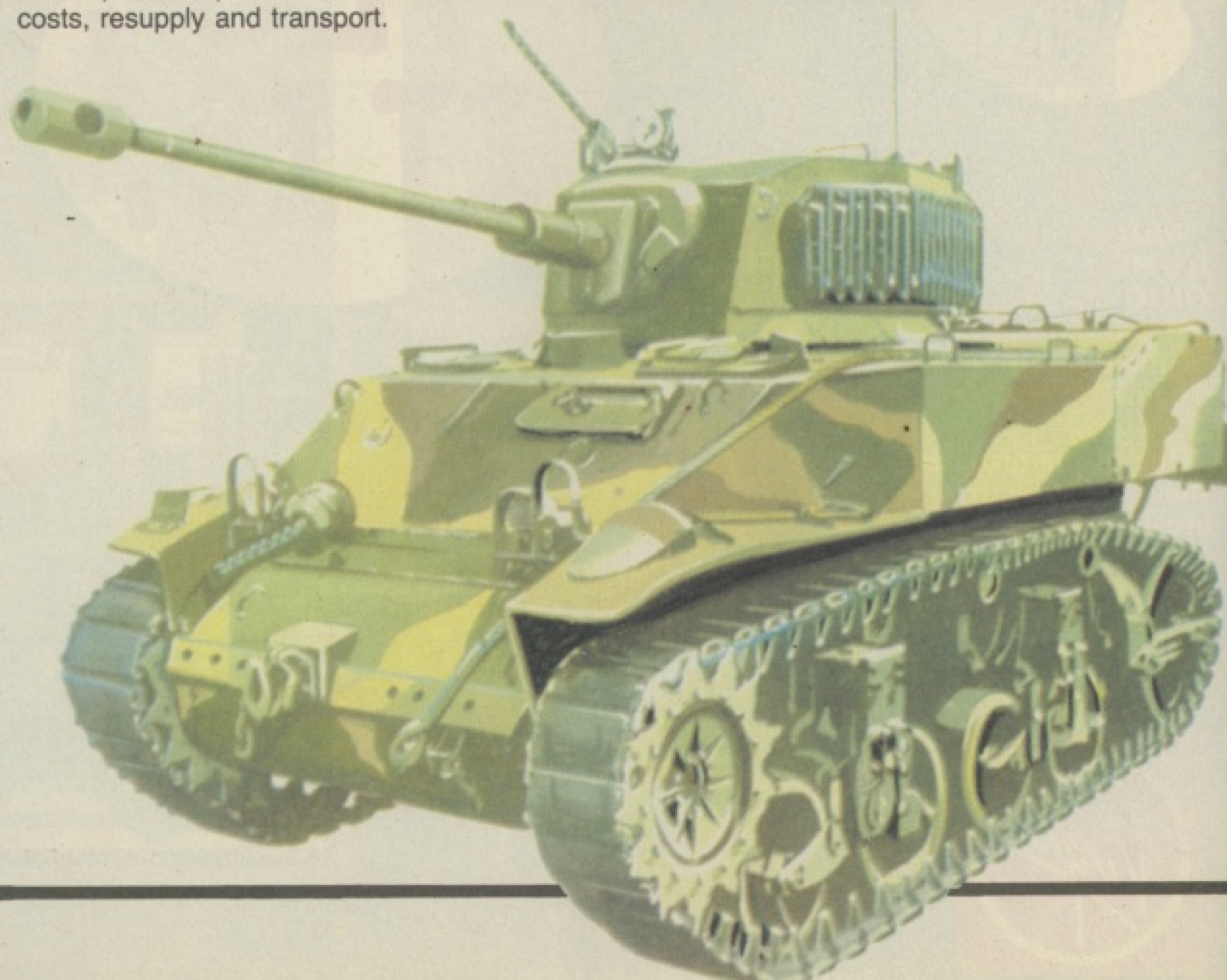


Graphically, *Universal Military Simulator II* is a bit disappointing. The graphics are a throwback to the utilitarian design that has been used to depict wargames for more than a decade. However, when you consider the size of *UMS II* it would be hard to imagine it in any other format, and the new game has certainly taken wargaming into the next generation.

UMS II takes a large jackboot forward in the size of the playing area. Your campaigns are no longer confined to Antwerp, Gettysburg or any other of the small sections that make up most wargames; now you have a genuine global game area incorporating over a hundred and twenty countries and up to 32,000 units!

Ease of use is essential. A great many war games have fallen when it came to menu juggling for simple commands. *UMS II* has no such problems. To issue an order to a unit double click on it with the mouse pointer. An information screen appears with details units statistics and current orders (if any). Orders for land troops consist of basic movement commands plus attacking and retreating options. To move a unit, select one of the movement orders. A ray trace 'wire' appears which can be moved to any location and lets you programme a series of moves. This allows complicated strategies to be set up without the need for any commands to be typed in.

Armies can consist of missile units, aircraft, land troops and naval forces, resulting in a different set of orders for each. A typical set of commands for a land army consists of march, forced march, attack, assault, screen, defend, hold at all costs, resupply and transport.



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SCREEN SCENE

CU SCREEN STAR

German coastal defences on D-day



This might not seem much, but they all prove vital and cover any potential holes in the command structure. Other interesting features include bombardment, which allows ships to attack land targets. In the Operation Overland scenairo the German forces come with V1 and V2 units, which can be used against any location within range, utilising a targeting system similar to the wire system mentioned above.

The battle fields can be viewed on four levels: group, army, corp and division. Subsequently, if you view a battle field on a group level you can see almost a whole continent with only two or three units present, whereas a division gives you a complete breakdown of your forces plus a close up view of their immediate area.

The unit icons are user friendly in that they are easily identifiable, unlike most wargames. Icons can be drawn up representing the weather and other details, though this makes things very confusing so it's best to switch these off once you know what's going on.

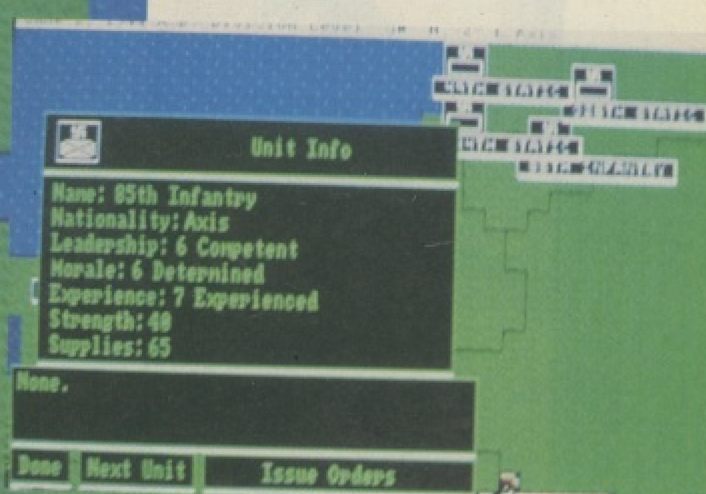
The most important factor in any war game is the artificial intelligence; it's not very rewarding having the opposition retreat because the weather's bad. Fortunately *UMS II* holds its own when it comes to thinking. The computer throws a few interesting moves at you which can often lead to the collapse of the best laid plans. My only gripe here is the computer which seems to follow its objective in a too logical manner and after a while it becomes easy to predict what responses it will offer up to your attacks. If your computer does start to get the better of you the battle equation can be altered. For instance, bad weather will affect a navy's efficiency, and lack of morale can seriously affect an army's performance. There's also a random element so, just as in real life, a small 'against all odds' unit stands a chance of a surprisingly good result, but that is only a slim chance.

UMS II is a very well presented package, owing a lot to its user friendliness. If you've never tried computer wargaming before this is the perfect first time buy, and there's enough in there to keep hardened campaigners happy too. Destined to become a classic.

Mark Patterson



The orders and info screen for the German 85th



SOUND	74%
GRAPHICS	57%
PLAYABILITY	90%
LASTABILITY	94%
OVERALL	92%

An overview of Operation Overlord

ADIDAS CHAMPIONSHIP TIE BREAK

For the first time in what seems like forever, a sports simulation has appeared that doesn't claim to be the most realistic thing since HDTV. Which is just as well because realistic it ain't. What it is, however, is the *Kick Off* of tennis games.

Like many others the game is viewed from above along a vertically scrolling court with the ball increasing and decreasing in size to give some indication of height. In previous games this has caused problems in regards to aligning yourself with the ball. This difficulty is now obsolete thanks to auto-positioning, a canny new system that moves your player into the right position to hit the oncoming ball. All you have to take care of is choosing the shot, power and direction which isn't quite as easy as it sounds.

The game is fast. Very fast. Quick thinking and fast reflexes are the order of the day. Even though the controls are simple, it's still a difficult game to play. Timing is the key to the game, as the direction the ball travels away from you is determined by the position of the bat. For example, if the ball hits the bat when the bat is 'flat' (parallel to the net) the ball will travel straight up the court. As the bat moves fairly quickly, judging your swing takes practice. Indeed, in one game against Mark Patterson it took almost two sets before either of us could successfully return a serve.



The weight of your racket influences how you'll hit the ball.

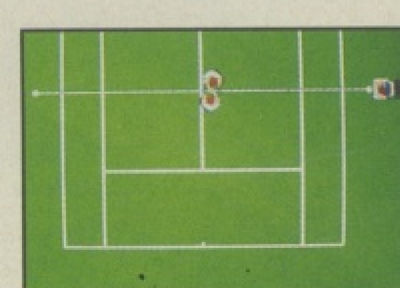
Graphically simple, the game features nothing more than a few bright and cute sprites and a small scrolling court. The visuals serve their purpose in creating the feel of a fun game, rather than aiming for realism. One thing that struck me as odd about the game is the fact that the ball boys are twice the size of the players.

Fast, frantic and fun are just three adjectives that apply to Tie Break. Entertaining, exciting and playable are three more. Do not miss.

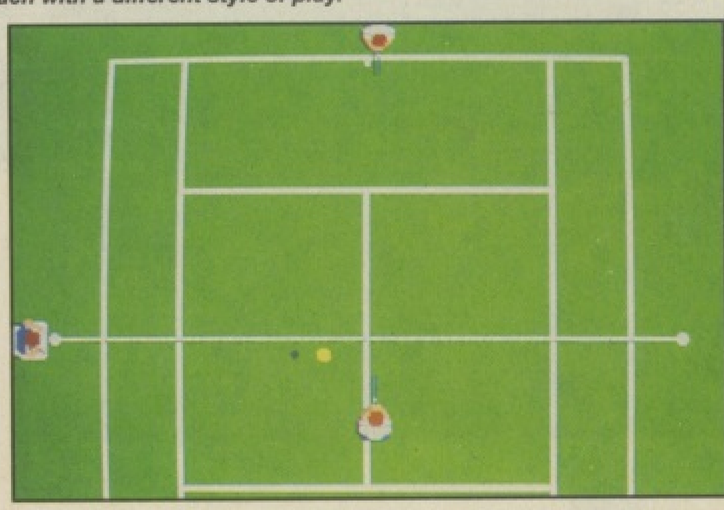
Tony Dillon



There are 15 computer opponents, each with a different style of play.



Match over, the sprites slap each other on the back.



OCEAN
PRICE £24.95

GRAPHICS	82%
SOUND	81%
LASTABILITY	89%
PLAYABILITY	89%
OVERALL	83%

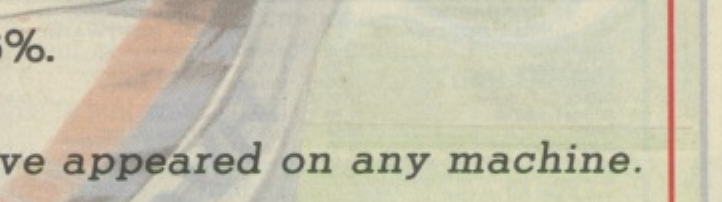
KICK OFF 2

Blistering Pace - Pixel Perfect Passing - Superb Tactical Game Play

★ 1 to 4 players option (Amiga & ST)
★ Kit Design (Amiga, Atari ST & IBM)
★ Facility to load Player Manager teams and designed tactics.
★ Instinctive joystick controls to pass, dribble, shoot, head or chip a ball and do sliding tackles.
★ Two players teams mode against the computer.
★ After touch controls to bend or dip the ball.
★ Set piece Free Kicks, Corner Kicks, Throw Ins, Injury Time, Action Replay, red & yellow cards indeed host of features to create the atmosphere of a soccer game which is real fun to play.
★ League and Cup Competition with sudden deaths penalty shoot out.

THE ONE - *Ultimate soccer simulation.* **96%.**
THE ACE - *Brilliant. Buy, Boy, Buy.* **930.**
AMIGA FORMAT - *Best footy game to have appeared on any machine.* **94%.**
ST FORMAT - *What a game! Gem to play. Magic.* **90%.**
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GAMES MACHINE - *Probably the best sports game ever.* **92%.**
COMMODORE USER - *No other footie game can touch it.* **90%.**
AMIGA ACTION - *Surpasses all other football games.* **93%.**
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The android lies asleep, waiting for the spark of life.

SCREEN SCENE

EXTASE

A beautiful female android lies sleeping. Wires trace outward in a complicated spaghetti-like mess, linked by computer components, ending in a small power supply that occasionally fires out sparks of electric current. Your aim is to connect up the various parts of the brain to the power unit, thereby waking the android.

Each level has you waking a different area of the brain (such as sight, imagination, sanity etc) and works as a race between you and either a human or computer controlled opponent. In the centre of the screen is the android face, complete with relevant changes of expression, dependent of the level you're on. One side of the screen shows your maze of connections, and mirrored on the other side is your opponent's. The pulses come from the bottom of the screen, travel along the primed pathways, passing through fuses and switches until they reach the top of the screen, at which point they enter the brain.

At the start of each level, the pathways are all blue, signifying that the electricity cannot pass along them. By moving a small clear blob around, you wipe the paths clean, turning them red. As you travel around, setting direction switches to guide the sparks toward the brain, electric spikes appear and roam aimlessly, destroying fuses and stopping the current from passing through. All this is going on while your opponent is stealing your working fuses as well as sending his own currents.

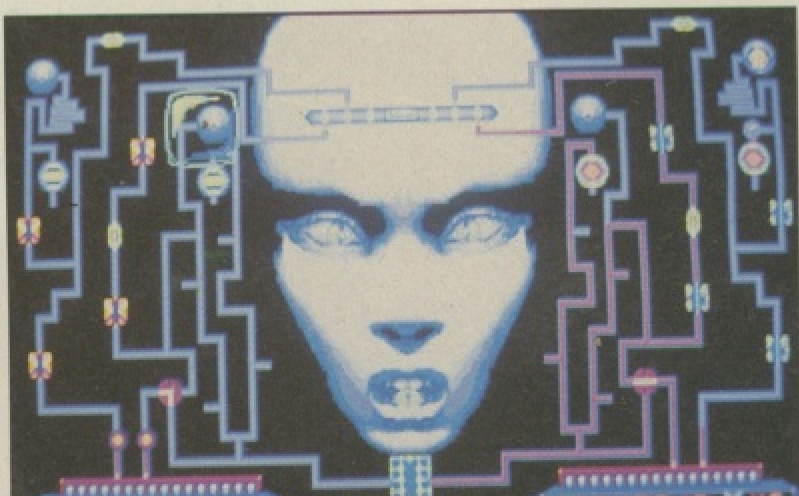
The one thing that really knocked me out playing *Extase* was the presentation. Graphically and sonically amazing, the final product is both disturbing and moving. The face of the android is a picture of innocence, and watching her face awaken and move between various expressions of wonder and fear through the game is, at times, simply breathtaking.

The soundtrack is the best I have ever heard on a game. Glorious and moody pieces of music play throughout, matching the mood of each level perfectly. Believe me, calling them 'in-game tunes' just doesn't do them justice. They have to be heard to be believed. Add a variety of inspired sampled sound effects and you come up with the computer equivalent of Clannad.

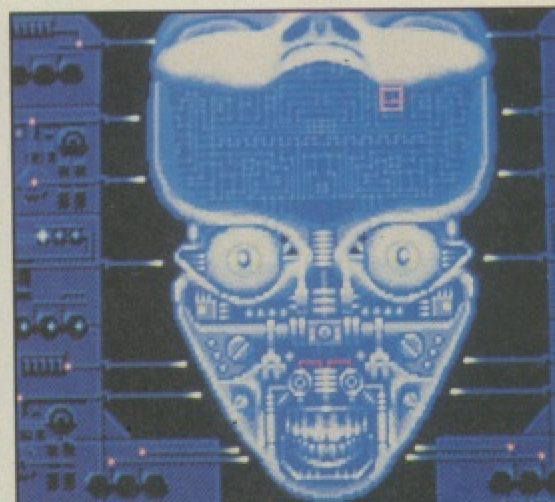
The real shame is that as a game, it doesn't really hang together. It's a very difficult game, and one that takes a while to get to grips with. I did have a lot of fun playing it, but the fun was just a little too short lived.

Extase is a product I would recommend experiencing, but it's not a game I'd buy.

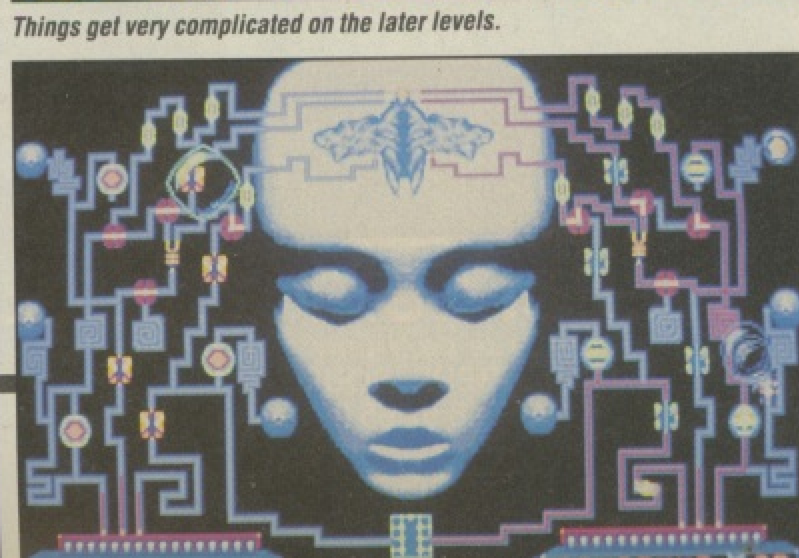
Tony Dillon



Things get very complicated on the later levels.



The inside of the android — not a pretty sight.



VIRGIN/ MASTERTRONIC
PRICE: £19.99

SOUND	93%
GRAPHICS	87%
PLAYABILITY	73%
LASTABILITY	68%
OVERALL	73%

UNREAL

"Not only a high quality game but also refreshingly different."
ZERO

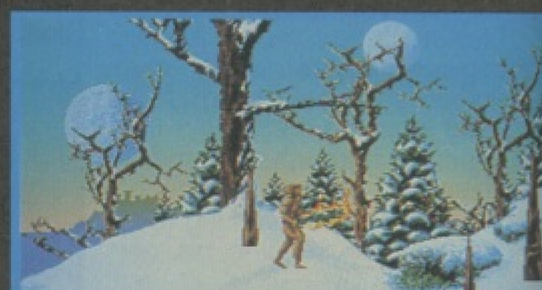




"With a mixture of two and three dimensional areas and a good combination of arcade-type action and problem solving, Unreal could very well be a monster hit." ACE



"The 3-D levels are very impressive technically with their incredibly high speed." ZZAP



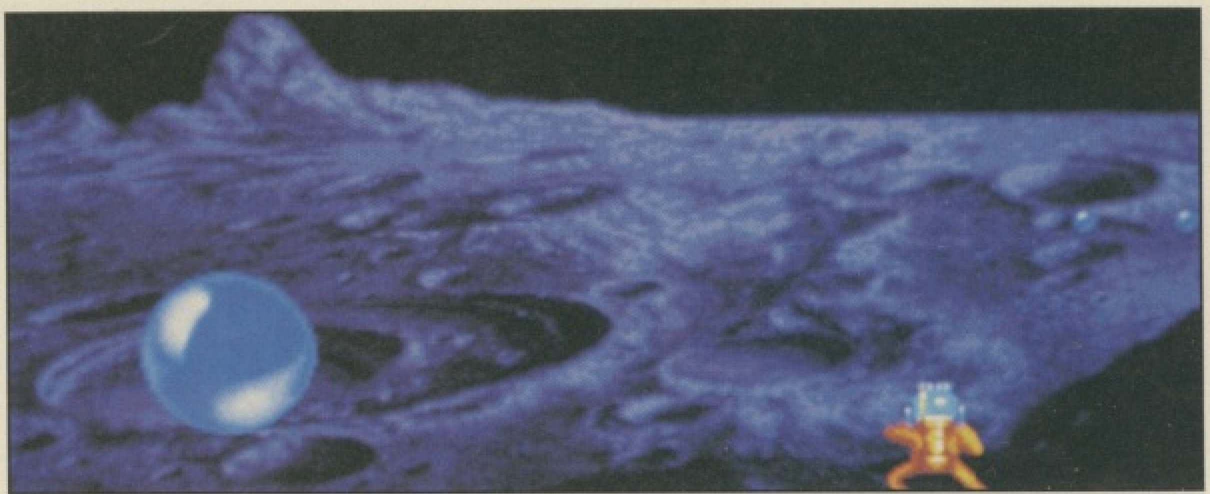
"Especially impressive are the scenes with winter backgrounds." ZERO



"The arcade-adventure levels have superb graphics, full of detail and imagination." ZZAP

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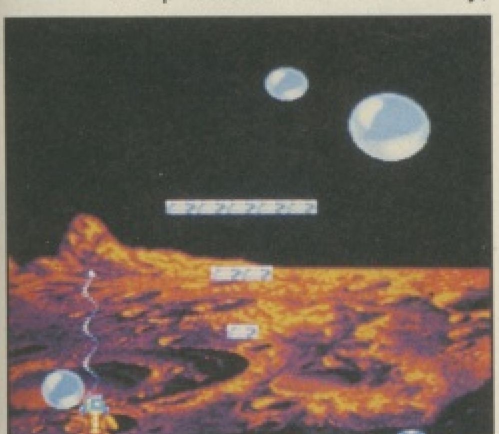


The first level may look easy, but each time you shoot a ball it splits in two.

OOPS UP

Yes, sad though it is, the new release from TSB is actually a license of dance hit 'Oops Upside your Head', now rerecorded by Snap simply as 'Oops up'. The game itself, despite the 'snappy' theme music, is really rather good.

Once upon a time, in a galaxy far, far away, there was a little guy with a large gun and a huge chip on his shoulder. Burning deep within him was a fiery, raging hate; an all consuming anger that caused him to hate the universe and, in particular, large spherical objects. With only a space hopper for a starship, he must travel the galaxy destroying the afore-mentioned bouncing balls in order to find 50 pieces of a new interstellar space craft. You, as that man, must destroy these balls and gradually build the ship.



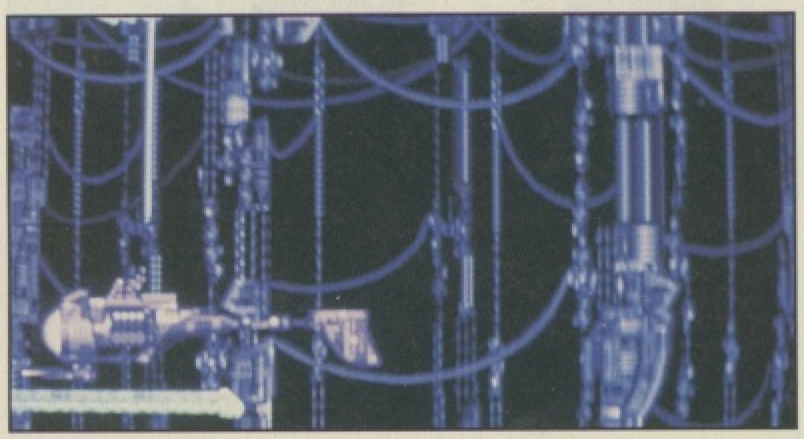
Platforms appear on later levels.

As gameplay goes, *Oops Up* is pretty simple. You stand at the bottom of the screen while two large balls bounce around it. When these balls are shot, they split into two smaller balls, that only bounce at half the height. Keep shooting the balls and sooner or later you'll end up with some very small balls that will disappear when shot. The idea is to shoot the balls in a certain time limit but not get hit by them.

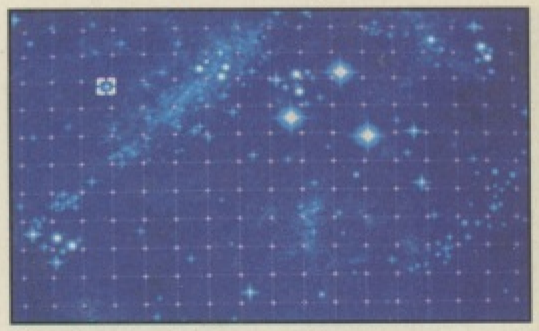
Certain balls will drop weapons, but not necessarily a better one. You begin with the weakest, a slow snake-like affair that rises to the top of the screen and vanishes. If any part of it touches a ball, the ball registers a hit and the 'snake' vanishes. Next up is a steel rope with a grappling hook that you shoot to the top of the screen, where it hangs, creating a barrier and destroying anything that should smash into it. Then you have the shotgun. The simplest and fastest, you can have a lot more fun blasting with this baby. Finally comes the freeze canister. When collected, everything on screen freezes for a few moments, giving you plenty of time to pick off those particularly irritating balls.

Oops Up has that special balance which always makes a good game. It's madly frustrating, but it's also furiously addictive. It falls at the first fence, however, by being too hard to begin with. It took myself and Dep Ed, Dan, a good few goes before we even left the first level. After a while you do learn the gameplay tricks, and after that you can only go forward! With 50 screens to play it's going to be a while before you finish this one, though!

I cannot see *Oops Up* ever being called a classic game. What I can see, however, is a highly entertaining original game that will have you returning to it time and time again. Just so long as you don't have to listen to that song.



The space ship slowly takes shape.



The star map where you click on to individual planets.

Tony Dillon

THE SOFTWARE BUSINESS
PRICE: £24.99

SOUND:	81%
GRAPHICS:	80%
PLAYABILITY:	89%
LASTABILITY:	87%
OVERALL:	85%

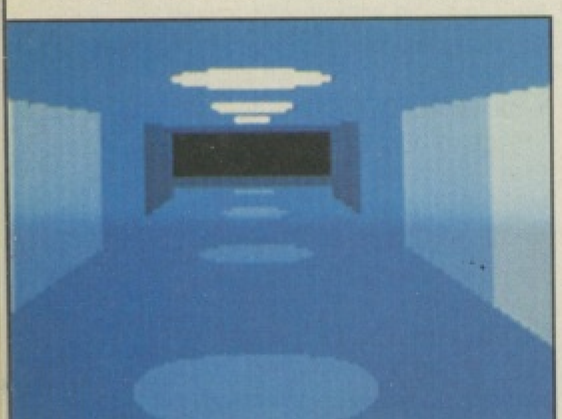


This month Core Design release their first game as a bona fide, go it alone, software publisher. With a welter of publicity behind it in the form of news stories, insights and an extensive ad campaign, *Corporation* looks set to transform the RPG and swell Core's coffers into the bargain.

Beginning with a tense and well-animated opening sequence, which details the grissly murder outside a huge industrial factory, *Corporation* thrusts you into a future world of high-tech automations, genetic research and big business. The story is simple, the game much harder. Universal Cybernetics Corporation (UCC) is a multi-national conglomerate that makes IBM, Exxon or the Hanson Group look like corner shops. They're big and have built their success on the development of commercial and domestic robotics. Investing in a wide portfolio of companies, UCC have a controlling interest in nearly every area of commerce and industry.

It has been rumoured for some time that they have moved into genetic manipulation and the creation of new life forms with a view to creating the ultimate killing machine. A series of murders outside one of their research factories, due to an escaped 'experiment', have stiffened the Government's resolve to investigate the problem further. However, the operation has to be covert. If UCC pulled out of the country the economic and political repercussions would be enormous. By sending in a Zodiac agent to steal an embryo of the new life form, the Government would be able to exert pressure on UCC and stop its research. It's not going to be easy, however, as the factory where production is thought to be taking is filled to the gills with high tech security systems, robotic guards and a truck load of genetic monsters.

The pale blue colours are rather monotonous.



CORE DESIGN
PRICE: £24.99

After the introduction, a selection screen lets you choose your agent from four human and two android agents. Each agent has a unique set of skills and abilities and these effect how the game will be played. It's possible to compensate for weaknesses by buying in skills and purchasing specific weapons and sci-fi gadgetry to make life easier. There's a vast array of equipment on offer such as a back pack computer (with in-built factory map), bombs, compass, electronics kit, gas mask, grenades, five guns, jet pack, lock pick, med kit, psi-enhancing drugs and infra-red goggles amongst others. Phew! Trouble is, you can only take so much equipment before it starts to impede movement or your wallet. Android and human operatives also have different needs and priorities. For instance, androids don't need the special infra-red goggles to see with or glucose drinks. You'll need to plan carefully and only take essential equipment.

Once the selection screen is over, you're put down by helicopter onto the factory's roof and enter via the elevator. Elevators are the only way to move between the 16 levels. The higher levels are only useful to try out your weapons and get the feel of them. You can experiment with the disruptor pads which scramble a robots innards if they walk over them, or experiment with your psi-powers such as levitation or clairvoyance.

The combination pad to one of the locked rooms.





The further into the complex you go the more guards, robots, and security devices you'll encounter. The building is littered with high tech alarm systems such as video cameras, pressure pads and infra-red beams.. Once the security system has been triggered, doors will lock, gas will be pumped into the area and security forces will move in. If captured, you'll be put into a secure area, but if you've got the right equipment and skills it's possible to escape. If not, your body will be disposed of in such a way as to leave no evidence of

you ever having been there.

The main screen features a 3D view of the surrounding area. Some of the sprites are huge and all the more impressive for it. The corridor walls fade into darkness giving a realistic lighting effect. My only criticism is the choice of colours – the pale greys and blues don't add much to the atmosphere and make each level look more or less the same. A bit more detail wouldn't have gone amiss either, but that was probably ruled out by limited memory space. Another problem, when up close to a wall, is getting your bearings and working out where you are. It's a tad difficult with no visual markings of any distinction to work from.

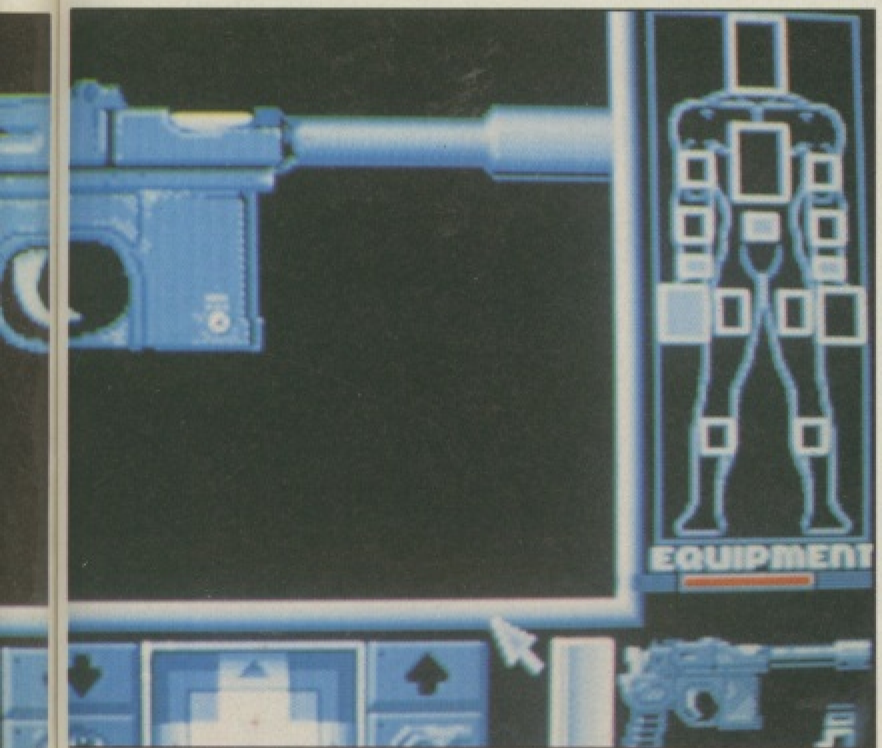
On each side of the 3D screen are two humanoid diagrams. One indicates damage sustained and the other the equipment you're carrying. The damage chart indicates which parts of the body have sustained injury. Get hit in the legs and you'll still be able to move but at a slower rate; a hit in the arms will slow up your dexterity in manipulating equipment. If you're hit badly in the chest or head it's lights out and a new game. It's possible to repair minor injuries through using a medi-kit or energy drink or resting up. By clicking onto the various products of the equipment chart, you can see what each contains and you can then choose whether to manipulate the selected piece of hardware.

Movement is mouse controlled and simple to use. It's possible to move through 360° with ease, run in a curve, jump over obstacles and most other natural movements. It's a much better system than the forward-turn-forward command systems of many similar games.

The game is icon controlled. During most of the game there is only one screen which displays all the necessary info. It's easy to manipulate objects and access is quick and user-friendly. To use a weapon or device simply click on the appropriate pocket, select the object and press the manipulate button. Easy, eh?

With 16 levels played over an area of 1,296,000 feet and hundreds of rooms to explore, *Corporation* will keep you entertained for many, many hours. I've been playing it for a couple of weeks and still haven't managed to snatch the embryo and make my escape but I've been too busy trying out all my weapons and mapping all the floors. *Corporation* is atmospheric, engrossing, and well thought out. It strikes just the right balance between combat, exploration and problem solving to make it a classic.

John Mather

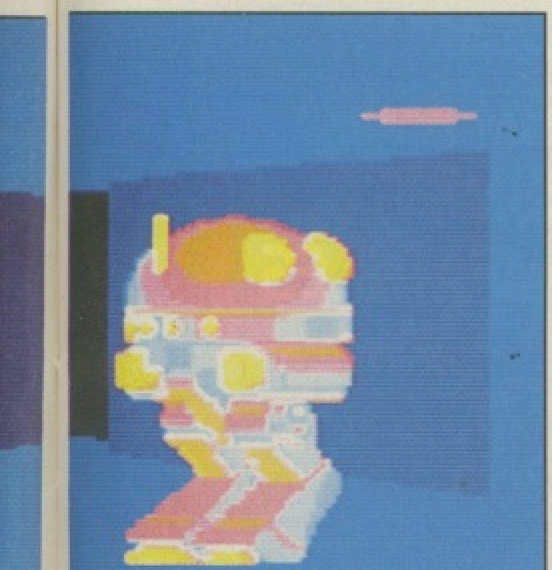


Click onto the left arm to see which weapon your operative is carrying.

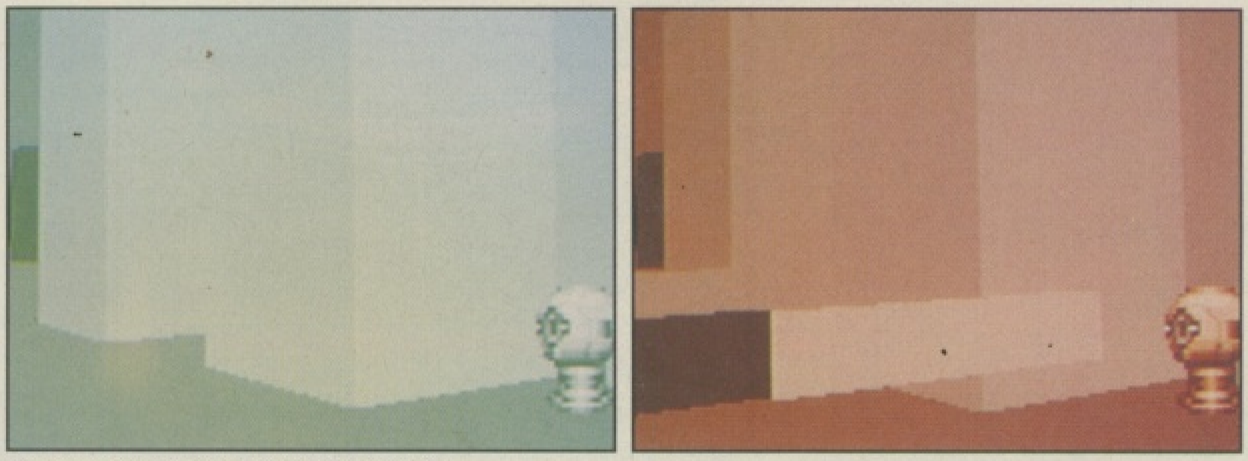




Your captors decide to introduce you to Freddie for the last painful minutes of your life.



An infrared view of one of the toughest killer robots.



Use your goggles to detect hidden tracks.

SOUND:	**84%**
GRAPHICS:	**90%**
PLAYABILITY:	**89%**
LASTABILITY:	**88%**
OVERALL:	**91%**


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FIRST INTO BATTLE... LAST TO LEAVE
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Set in the near future, as an alternative reality, BATTLE COMMAND is an arcade/strategy game in which the player controls a single "MAULER" Assault Tank in one of 16 scenarios (missions) in the ultra war, fought between two dominant races in the NEW WORLD. The latest phase of the North/South war has been going on for over 10 years, with a stalemate eventually developing - a standoff between armies massed over a long dug-in battlefront. Such are the defensive capabilities of each side, full scale attacks are suicidal, so any offensive moves are, by necessity, small "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine - capable of being lifted in and out of hostile territory by fast stealth choppers and armed with the most advanced weaponry the Northern scientists can devise.
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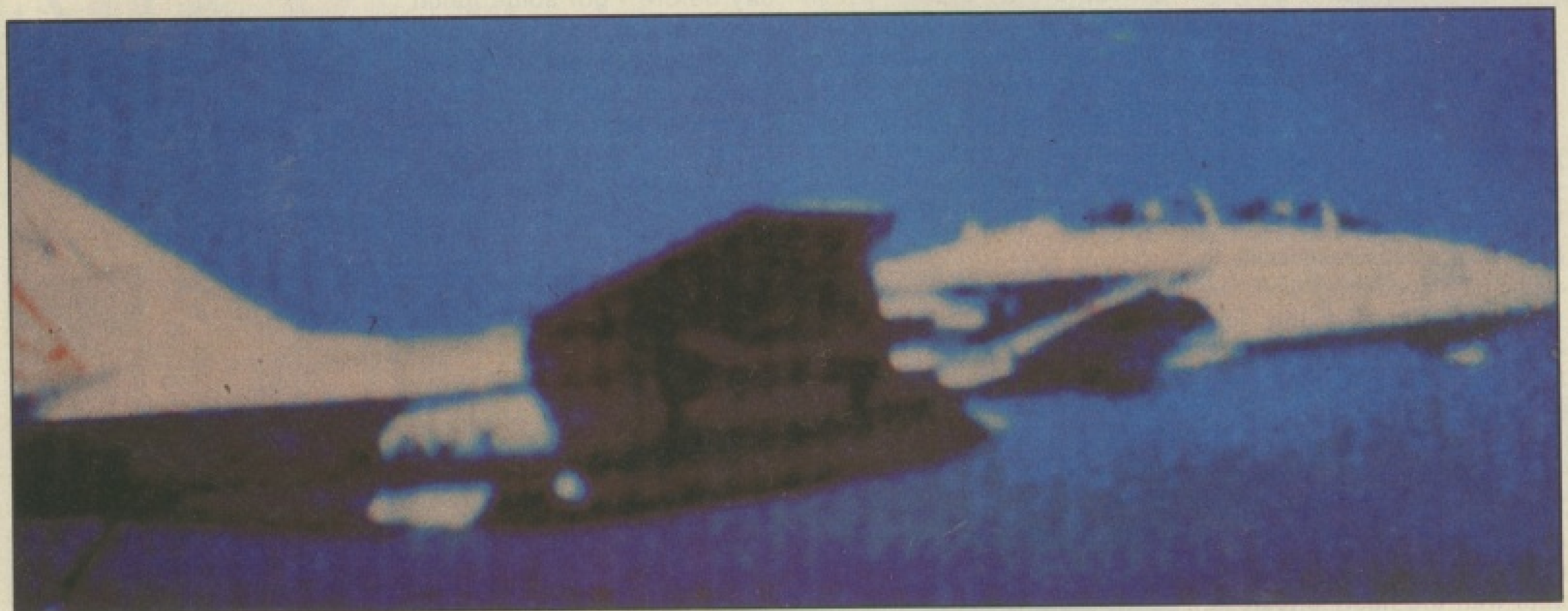
OPERATION SPRUANCE

The USS Spruance, if you didn't know, is the flagship of the sophisticated Spruance class of US Navy destroyers. Far more powerful than any ships in the Warsaw Pact, the Spruance are noted for their impressive defence capabilities in solo missions, particularly in anti-submarine warfare.

The game is based around a simulated wartime campaign, featuring a series of missions deployed in and around Iran.



A digitised photo of one of your many adversaries.



The missions range from defending small civilian cargo ships from air attack to full scale invasions against some pretty irate, not to mention well armed, Iranians.

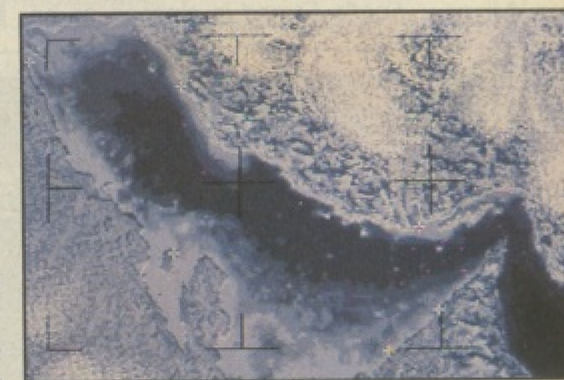
The graphics are similar to Carrier Command although without the garish colours. In fact, that's really what makes *O.S.* look as realistic as it does. It uses some of the 'dirtiest' colours possible to create a truer image. Sadly, because there can be a large number of polygons on screen at once, plus the impressive rippling effect on the water and the simulated rocking of the ship, the update is a little slow. This is fine if you want to capture the sluggish feel of a 510ft long fully armed warship, but frustrating when you're in the thick of battle.

The attention to detail is quite stunning. The satellite and radar images are nothing short of incredible and the use of sampled sounds adds to the captivating atmosphere.

As it is, *Spruance* already looks like a winner, but what really pulls it into the major league is the simple control system. Relevant command keys for whichever workstation you happen to be at are displayed on screen, and unlike certain simulations, working the ship is as easy as getting dust in your eye on a windy day. There's a 106 page manual with the game, but you don't have to read it all to get stuck in.

Recommending something like this is hard, because it isn't to everybody's taste. This isn't a game to pass the time of day with. It's designed to be your day.

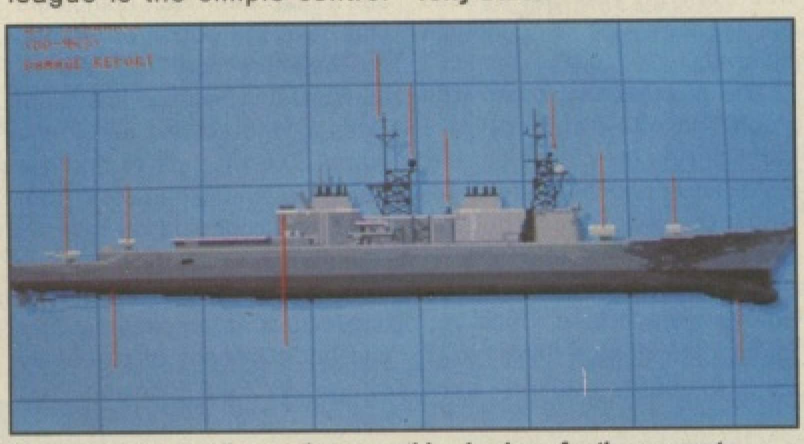
Tony Dillon



Use an orbiting satellite for a weather report plus ship locations.



Don't run aground when leaving port.

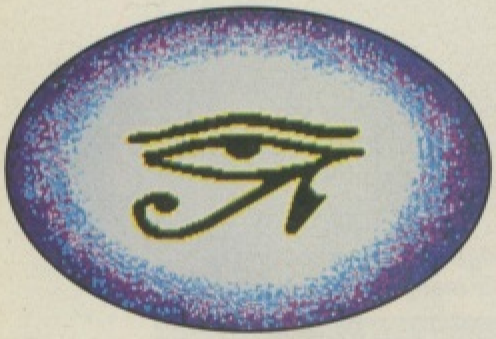


A damage report tells you that everything is okay...for the moment.

PARSEC/THE SOFTWARE BUSINESS
PRICE: £24.99

SOUND:	80%
GRAPHICS:	87%
PLAYABILITY:	83%
LASTABILITY:	85%
OVERALL:	84%

FOOL'S ERRAND



A curse has been put on the land by the high priestess. While she was about it she also hid fourteen treasures. Finally, to round off a good day's work, the priestess plunged the four kingdoms into all-out war. She then, presumably, put the kettle on and put her feet up.

You? You are a fool. In the nicest possible way, of course. You must roam the land, searching for wisdom, solving puzzles and finding out how to deal with the nasty priestess. *Fool's Errand* is classed as an adventure, but this game is like no adventure you've ever played.

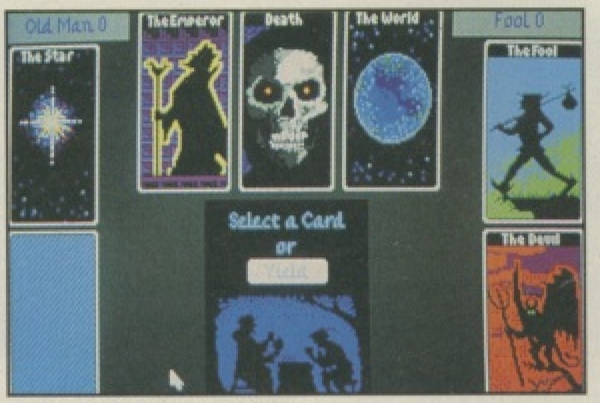
The inspiration behind *FE* appears to come from the Tarot deck. At the beginning of the game you are allowed to access 21 different areas which correspond to the major arcane of the Tarot. When you select an area from the menu you are presented with a piece of scroll that details a fragment of the overall story, along with a puzzle. Once the puzzle has been solved you can access another area. And so on through 80 levels.

The puzzles that come with each scroll fragment are variations on the classic puzzles we all know and love/hate. You'll find crosswords, jigsaws, anagrams, word puzzles, button puzzles and logic puzzles among many others. Once you attempt the blessed things you'll be irrevocably hooked. Ever seen or played one of those simple computer puzzle games that appear rudimentary but become so damn addictive you don't get to bed until the birds start singing outside your window? Well *FE* is a similar experience – only this time it was late afternoon the following day before I got some much needed sleep.

As well as allowing you access to further puzzles, success at each of the 80 areas gives you a piece of the sun's map – which is another puzzle (never ends, does it?). Once the sun's map has been completed you have the option of printing out the entire story. Take a while to digest this because it is full of clues for the second half of the game. Then it's off to find the fourteen lost treasures and, finally, the confrontation with the high priestess herself.

I must admit to being dumbstruck at the depth, quality and addictiveness of gameplay offered by *Fool's Errand*. You get a great sense of achievement whenever you complete one of the puzzles. Better still, when you've completed the game you're treated to a four minute animation sequence. Buy this game now – you'd be a 'fool' not to!

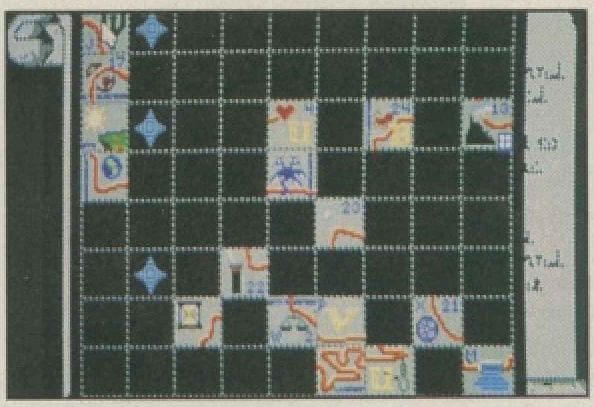
Paul Rigby



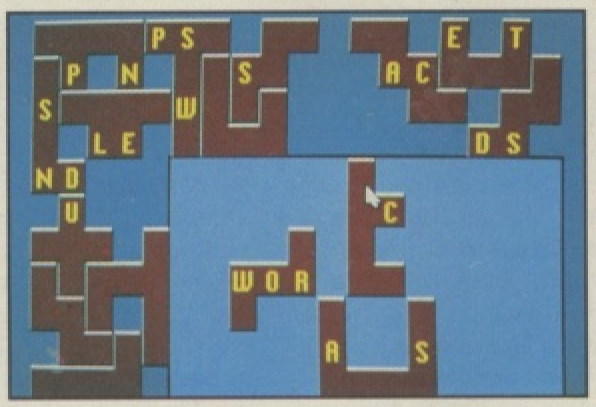
I wouldn't pick the middle one.



Complete the puzzle and collect the scroll.



One of the tougher puzzles.



Looks like scrabble to me.



Finish the jigsaw to get to the next level.

MILES COMPUTING
PRICE: £39.99
[IMPORT]

SOUND:	15%
GRAPHICS:	80%
PLAYABILITY:	95%
LASTABILITY:	93%
OVERALL:	91%

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VISA

OPERATION STEALTH

When French software house, Delphine, released *Future Wars* late last year they immediately established themselves as the most exciting overseas software house around. The game's blend of adventure and graphics was one of the smoothest yet seen and it merited the awards it won.

Operation Stealth is their follow up, and the only surprise is to find it distributed by US Gold rather than Palace who discovered them. Otherwise the game is all that converts to the first one could expect — an excellent graphic adventure.

The plot for *Operation Stealth* revolves loosely around the bomber of the same name. Quite how something the size of the Pentagon's flying wing disappears isn't explained (perhaps discovery of this flaw is what led to the recent decision to cease production on the plane), but it falls to a CIA agent to locate its whereabouts. Taking time off from undermining East European governments and propping up Colombian drug rings, you are that government agent.

The credits unfold cinematically, and the scene fixes, as with *Future Wars*, on a large skyscraper. Inside is your agent, John Glames, and his boss. A quick flick of the mouse button will fill you in on your mission before you're despatched, briefcase in hand, to Santa Paragua. As your plane lands at the airport, so your problems begin. Attempting to pass through customs will result in a guard blocking your path and demanding your passport. Whatever you do don't give him the US one you're carrying, he'll simply arrest you.

It's at this early point in the game that you should examine the inventory you are carrying and, most importantly, the contents of your briefcase. Nip off somewhere quiet and open it up to reveal an invaluable set of secret agent's gadgets contained within, which includes a shaver containing a tape recorder, an acid squirting pen and a decoder for safes. As you play the game you'll learn that it's necessary to check out every possibility on each screen. Often the smallest objects need checking over to unravel some of the fiendish lateral thinking puzzles in the game. As with *Future Wars* every problem can be solved by using an object in some way.

Whilst *Operation Stealth* continues the style and playing method developed for *Future Wars*, called Cinematique,



Your average hotel foyer complete with wino.



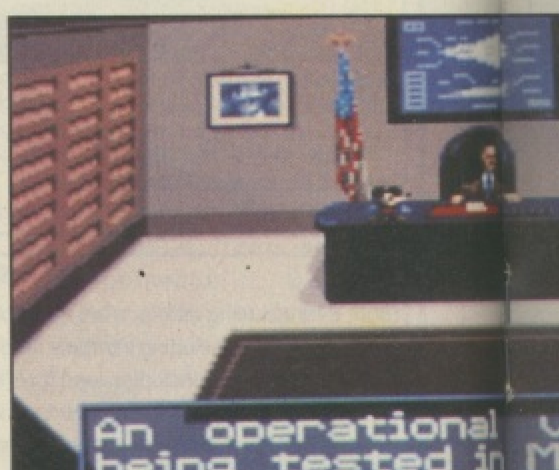
He's in the money.

Ever seen a good passport photo?





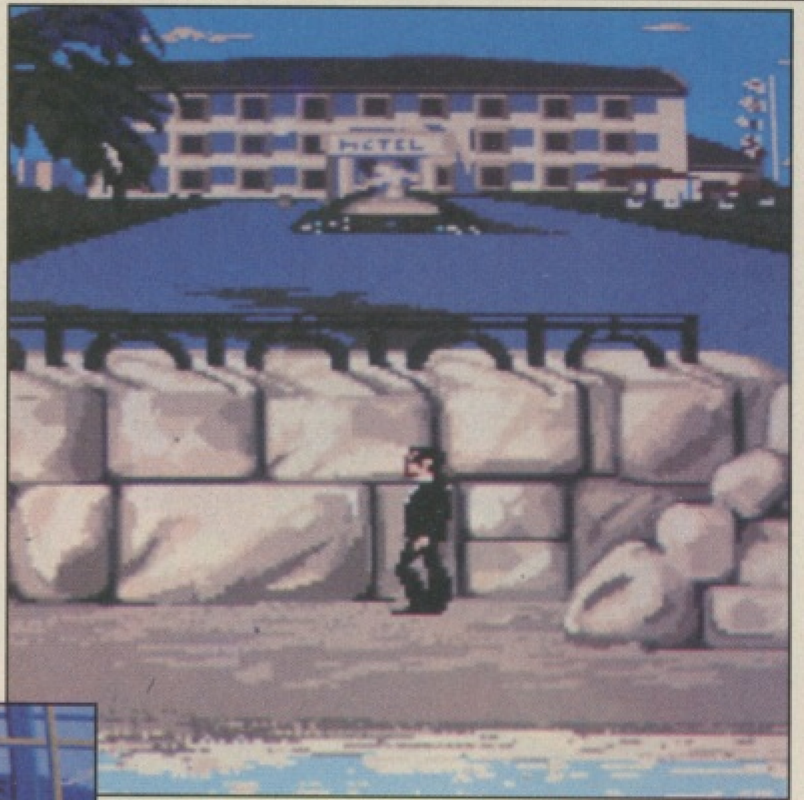
Shouldn't that be an Aston Martin?



'Your mission, should you accept it...'

**DELPHINE/
US GOLD
PRICE: £24.99**

Delphine have refined it slightly. In particular there is a greater complexity in the structure of things you can do. You can now use an object in your inventory on other objects twofold. Nor does the protagonist have to be standing next to an object to examine it as before. These touches improve on the playability of the original, but there are still odd irritations, such as the confusing delays which occur at points throughout the game. There are unnecessary pitfalls which lead you into impossible to forsee problems. For example, when you examine the baggage on the conveyor belt at the airport the computer tells you everything is 'your baggage'. It isn't – take the wrong bag and you'll be arrested for thieving.

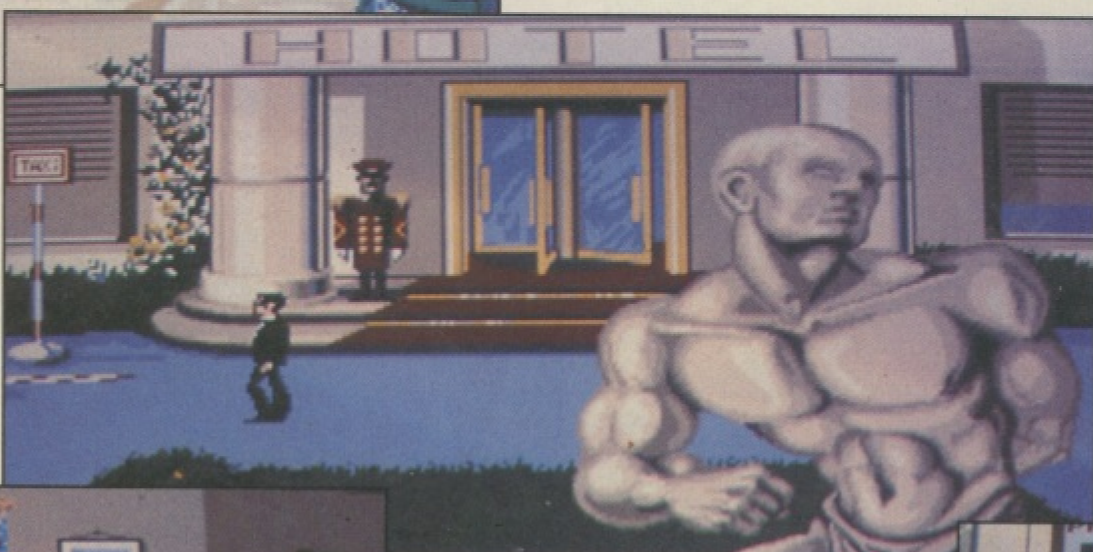


I don't think you'll find it there.



This is not to detract from the impressive style of Delphine's second effort. Its scope is huge, its execution accomplished and absorbing. The game moves through several locations from the airport to the town, and even underwater where there is a small arcade-like interlude. Graphically it looks as good as its predecessor, if not better. It now enlarges small objects you need to use in comic style cameo frames, which look good and make life easier. *Operation Stealth* is another classy interactive release from Delphine.

Mike Pattenden

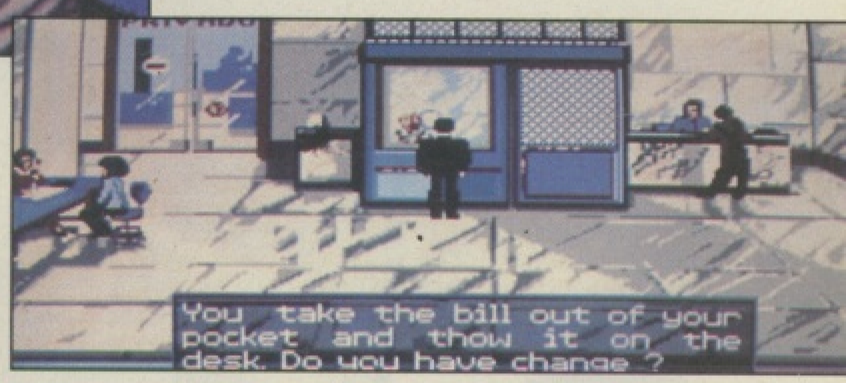


The joys of an unlimited expense account.



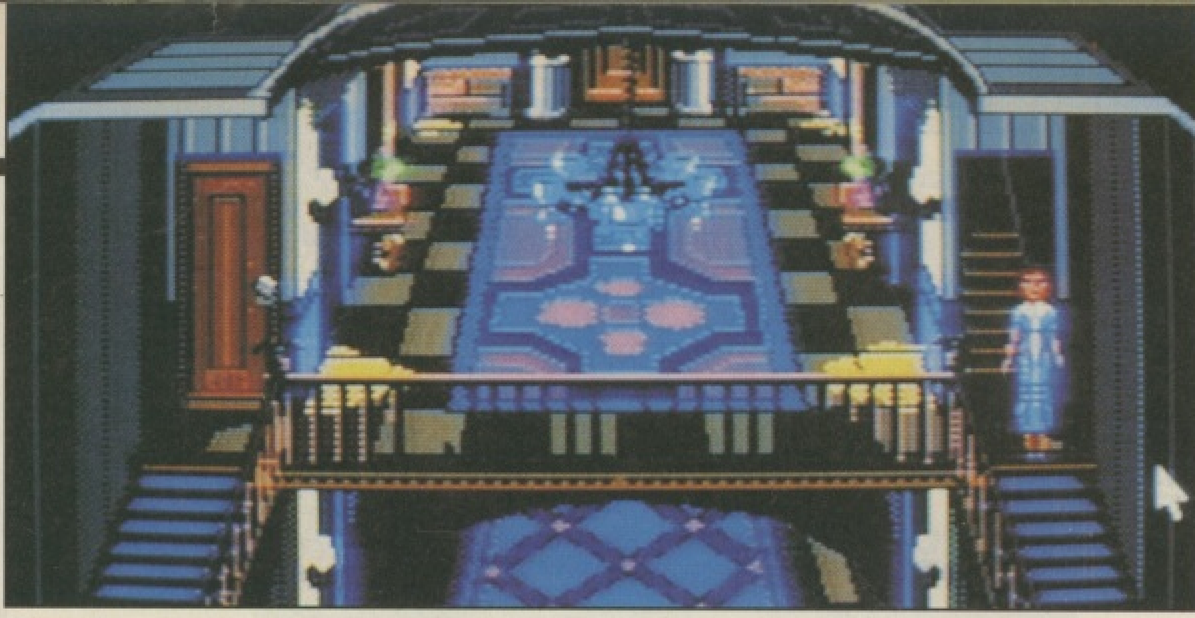


Sporting the latest 'Vivienne Westwood' swimwear.



SOUND:	**50%**
GRAPHICS:	**90%**
PLAYABILITY:	**90%**
LASTABILITY:	**91%**
OVERALL:	**90%**





There's Laura, but where's everybody else?

THE COLONEL'S BEQUEST

Much has been said about the cinematic quality of Sierra adventures. The animation coupled with high quality stereo music and sound effects, combine to make playing one of these games rather like taking part in a movie. And Sierra have done all they can to foster that image, especially with their title sequences. Until now.

The Colonel's Bequest is put over in the guise of a whodunnit play and, before the performance, the cast all walk on stage and take a bow. If you type PAUSE, a window pops up displaying INTERMISSION. And the rooms are arranged rather like theatrical scenery. However, the analogy fails when Laura Bow, ace sleuth, starts wandering from room to room, all in the same act!

However, the atmosphere engendered by this approach is just right for the storyline. Aged colonel in country mansion holds house party for relations. Relations bitch about each other in private, especially about the old boy's carryings on with young and shapely maid, Fifi. Worried sick that most of the old goat's fortune will go to her when he snuffs it, more likely. And snuff it he surely will, for why else should you be staying here with his niece, your friend Lillian, except to solve the mystery?

Trouble is, the mystery seems a long time coming, for there's nary a sign of a fatality until well into the game. You are thus left with little else to do but observe people and search for clues about something that hasn't yet happened. This is one of those games in which the characters go about their pre-determined business, and you have to hope you're in the right place at the right time to follow what's going on. Every so often a clock appears on the screen, and chimes the next quarter-hour. It seems that this is triggered by events, but whether by what you do, or by what others are doing, possibly unseen, is not clear.

The instructions urge you to visit every location in the game frequently, and if this really is necessary, then a frustrating time is in store, for some of the screens are quite complex and take a long time to load. Picture caching is rather limited, so it's a pity a plan of the house isn't provided for movement, as in Camelot (reviewed this issue). Whilst the game is well produced, my main criticism is that it could do with both the action and the responses speeding up a bit, to avoid hours of aimless wandering on the part of the player.

On five disks, *Colonel's Bequest* has very little space for saved positions on the game disks – so format a spare before you start!

Keith Campbell



Move over Miss Marple.



It's just like digitised Cluedo.



ACTIVISION/SIERRA ON-LINE
PRICE £34.99

GRAPHICS	82%
SOUND	77%
LASTABILITY	80%
PLAYABILITY	69%
OVERALL	84%



Your quest begins!



Merlin's chamber.

CONQUESTS OF CAMELOT

Once a flourishing and peaceful kingdom, the forbidden love between queen Guinevere and Sir Lancelot has put a curse on your land. Crops are diseased, and springs and wells have turned foul. In a vision, you see that the Holy Grail is the miracle your people seek, and so you despatch three brave knights, Lancelot, Galahad, and Gawaine, to find it and bring it back.



Tripping through the dark forest.

However, months have passed, and not a word has come from any of them. Troubled, you decide that you alone can now fetch the grail and rescue the brave knights. Before departing, you learn that Lancelot is imprisoned by the Ice Maiden, Galahad was last heard of leaving the country, whilst Gawaine is a prisoner of the Mad Monk of Glastonbury.

And so you set off, guided by the wisdom of Merlin, and protected by the spell of Guinevere's rose.

Conquests of Camelot: The Search for the Grail is based on heavily researched Arthurian legend and, whilst in the main following the normal Sierra format, it has one or two new features. Movement from place to place is speeded up considerably by the use of 'click-on' maps, one of the castle, and one of the south of England. Thus, to walk from one end of the castle to another does not involve the loading of half a dozen pictures — the arrow keys simply move an animated mini King Arthur over the plan, and provide a caption describing the location. To enter it is simply a matter of pressing RETURN, whilst to move on requires another arrow key depression.

Major distances are covered by clicking on defined spots on the map, whilst within each area movement is of the normal animated character type.

Scoring is on three scales of skill, wisdom, and soul — and it should be remembered that Arthur must be worthy enough to take the Grail when he finds it.

One of Arthur's quests is to Ot Moor, where the lake is frozen, and Lancelot is incarcerated in a column of ice in the Lady's palace. Unfortunately, Sierra can't resist it, can they? Here is a fairly serious adventure, and we have to suffer an arcade sequence in crossing the ice.

And not content with one or two screens, we are forced through no less than four of them, presumably to ram the point home that Sierra games are all things to all people.

The loading instructions seem to be in error, certainly as far as an expanded Amiga 500 is concerned. My copy consistently failed to load from the workbench (as per instructions) but usually succeeded when booted up. And Sierra still don't seem to have got a reliable SAVE routine for the Amiga. A plus is the ability to save positions directly onto the game disks (or backups if you have any sense!) but the procedure is a little fragile. My first SAVE would not load, with a message that the file had been saved using a different interpreter.

These points are relatively small niggles, but must be seen in the context of the whopping £35 price tag — for which one has a right to expect near perfection! Still, it is a big game (six disks) and once the hole it makes in your pocket is forgotten, it will make another fine addition to your Sierra collection.

Keith Campbell

A map of Camelot.



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GRAPHICS	76%
SOUND	71%
LASTABILITY	85%
PLAYABILITY	82%
OVERALL	82%

Another month, another chart! Here's *the* guide to what's hot and what's not in September. Find out what games the CU staff play and catch classic games still on release.

SEPTEMBER RELEASES

PRODUCT	
THE IMMORTAL	Eternal arcade adventuring from EA
MONTY PYTHON'S FLYING CIRCUS	Amusing arcade romp, Virgin
MIDNIGHT RESISTANCE	Frantic arcade blaster from Ocean
NIGHT BREED	Digital horror adapted from the Clive Barker novel, Ocean
PLOTTING	Cute puzzler with exploding bricks, Ocean
MURDER	Sleuthing fun from US Gold
OPERATION STEALTH	Graphic adventure using the new Cinematique system, Delphine/US Gold
SNOW STRIKE	Flight sim pitting you against evil drug barons, US Gold
WINGS OF FURY	WW2 action flight sim, Domark
THE SPY WHO LOVED ME	More James Bond fun, Domark
TEAM YANKEE	Tanking good romp, Empire
SHADOW OF THE BEAST 2	The arcade saga continues, Psygnosis
OOPS UP	Ball- and joystick-wrecking fun, The Software Business

AMIGA CHART

TM	LM	
1	1	KICK OFF 2. Anco's sequel is still hanging in there.
2	7	TURRICAN. Rainbow Arts' blaster smashes its way to the top.
3	4	ITALIA 90. Inching its way to the top, Codemasters still lead the budget chart.
4	2	ITALY 90. US Gold's world cup tie-in falls two places.
5	3	MIDWINTER. Rainbird's icy offering begins to melt in this awful heat.
6	NE	DAMOCLES. The sequel to Mercenary finally breaks into the charts.
7	14	EMLYN HUGHES INTERNATIONAL SOCCER. Audiogenic race up the charts.
8	5	F-29 RETALIATOR. Ocean's flight sim comes in to land.
9	NE	SHADOW WARRIORS. The latest coin-op conversion from Ocean.
10	NE	LOST PATROL. Ocean's Vietnam adventure forms another new entry.
11	NE	PRO TENNIS SIMULATOR. - Codemasters
12	6	AMOS - Mandarin
13	17	WORLD CUP SOCCER ' 90. - Virgin
14	8	BATTLE OF BRITAIN - US Gold
15	NE	RORKE'S DRIFT - Impressions
16	15	TREASURE ISLAND DIZZY - Codemasters
17	NE	FLOOD - Electronic Arts
18	10	PLAYER MANAGER - Anco
19	NE	LAST NINJA 2 - Activision
20	11	FOOTBALL MANAGER 2 - Addictive

DESERT ISLAND DISKS

Games we think deserve an easy life in the sun.

STEVE JAMES	**Supremacy, F-19, Operation Stealth.**
DAN SLINGSBY	**Supremacy, Corporation, F-19.**
MARK PATTERSON	**F-19, Guinness Disk of Records (CD-ROM), Supremacy.**

CLASSICS ON RELEASE

PRODUCT	PUBLISHER/INFO
FLOOD Wetware platform action. CU Screenstar	EA, £24.99
EUROPEAN SUPERLEAGUE Managerial footy sim. CU Screenstar	CDS, £24.99
MIDNIGHT RESISTANCE Futuristic shoot-'em-up.	Ocean, £24.95
FALCON MISSION DISK 2 Bolt on flight sim expansion. CU Screenstar	Mirrorsoft, £19.99
FLIMBO'S QUEST Cute platform antics CU Screenstar	System 3, £24.99
CHAMPIONS OF KRYNN D&D mayhem in the world of the Dragonlance. CU Screenstar	US Gold, £24.99
NUCLEAR WAR Apoclyptical toilet humour with a cast of hundreds. CU Screenstar	US Gold, £24.99
MIDWINTER A small community up against a cold-hearted dictator. CU Superstar	Micro Prose, £29.99
CYBERBALL 21st Century robo-ball	Domark, £19.99
LOST PATROL Vietnam action/strategy game CU Screenstar	Ocean, £24.99
SUPREMACY Massively involving space strategy title. CU Superstar	Virgin, £19.99
F-19 New major combat sim with stacks of realism. CU Superstar	Micro Prose, £29.99
UMS 2 Huge scale wargame that rewrites all the books. CU Screenstar	Rainbird, £29.99
OOPS UP Bouncing ball destruction at its best. CU Screenstar	The Software Business, £24.95
CORPORATION The ultimately realistic game? CU Screenstar	Core Design, £24.95
ANT HEADS Sequel to the B-movie smash CU Screenstar	Cinemaware, £14.99
SUBBUTEO Computer version of classic football game. CU Superstar	Mammoth Games, £19.95
NEUROMANCER Futuristic cyberpunk RPG CU Screenstar	EA, £24.99
WARHEAD Strategy adventure set way out in space.	Activision, £24.99
KICK OFF 2 The best footy sim ever.	Anco, £19.95

IT'S SHOWTIME

You may have picked up on the buzz about the new Computer Entertainment Show. But what exactly is it?

Well it's the fun replacement to the PC Show. Gone are 65032 multiplexing serial widgets, in come the games and the stars! The CES show will contain all the biggest names in computer entertainment such as Commodore, Sega, Nintendo, US Gold, Ocean, Domark, Mirrorsoft, MicroProse, Activision, Virgin/Mastertronic, Accolade, Gremlin and many, many more.

On top of all that there'll be guest appearances from Frank Bruno, Jonathan Ross, Big Fun, Sonya, Bruno Brookes, Wet Wet Wet, The Brookside Cast, the Eastenders Cast and the England football squad. Esther Ranzen will be there to open the show (which is run in conjunction with child line) plus all the CU team (so buy us a beer!). The groups will be performing live on stage and the other celebs will be signing autographs and judging compo's.

Other attractions include live music, live TV and Radio broadcasts, the international computer games championship with teams from Europe, Japan and America, a celebrity computer challenge, spot prizes and raffles. Plus we will be announcing the winner to our amazing demo competition, with runner up demos also being shown.

Commodore will also be launching their fabled CD-TV, and showing demonstrations on just how good it really is. Also if you hang around our stand long enough you might find yourself entered in one of the many competitions and giveaways we'll be running, so check us out.

And because you've bought this issue of CU we're giving you a pound off the entry fee, aren't we nice?

The show takes place at Earls Court, London, on the 15th and 16th of September. At a reduced rate of £4 to get in can you -

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- Sit at home wondering what you're missing?
- Pass up your chance to mix with the stars?

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FANTASY ZONE

INPUT

SPACE QUEST II

Adventure
I have entered Vohaul's asteroid, but can't progress very far from there. I have the lighter, basket, glass cutter and plunger, but what can I do with these things?
Tommy Johansen, Moss, Norway.

PHANTASIE III

RPG
I can't find the 57th spell in the gnome catacombs. I think I can obtain it if I can get the egg from the viper. But every time I try the alternatives, it attacks me. After I have killed it I get the message: 'The air was bad.' What does it mean? If I can't get the 57th spell from the viper, where can I get it?
Thomas Haugsand, Bod, Norway.

PERSONAL NIGHTMARE

Adventure
Where is Judy's brother? How can I get into the garage? Where can I find the money to develop the film? I've thought maybe there is no money, and that I should develop it myself in Ivy Cottage. But HOW?
Morten Brattbakk, Steinkjer, Norway.

How do I get the prayerbook from the dead woman who was bricked up in the wall? How do I get the stake from the gardener?
Dennis Janssen, Amsterdam.

HOUND OF SHADOWS

RPG
After making a homunculus I go in a trance, as ordered. But still when the hound arrives he kills me. The game says there is something wrong with the humunculus, but what?
Dennis Janssen, Amsterdam.

SCAPEGHOST

Adventure
In Part 3 I've freed the girl and stopped the drug buyers in the truck. What I don't know is how to stop the taxi, and how to scare Big John five times.
Dennis Janssen, Amsterdam.

DEMON'S TOMB

Adventure
In the prologue I'm one turn short in rescuing everything from the tomb. If I want to save the sandwich I have to knot the plastic bag, but then I get killed by the smoke before doing everything necessary to recover the items later. Do I have to save the sandwich? In the coffin I have bucket, torch, plaque, byro, and plastic bag.
Dennis Janssen, Amsterdam.



OUTPUT

BARD'S TALE I

RPG
You can find the Mad God's eye after you've been teleported from 21N, 15E, to 13N, 17E. Then go through darkness and kill the spectre. After this go to the old statue in the castle and fight it (only with the eye.) You are now teleported to Kylearan's Tower.
Jeroen Floor Lisse, Holland.

Here are the answers to the riddles puzzling Oyvind Abebostol: 'Name the one of cold ...' - STONE GOLEM. 'Once a man alive .... ' - VAMPIRE.
Odd Magne Ogreid, Bergen, Norway.

KING'S QUEST III

Adventure
The snake can't be caught. (At least, I've completed the game without

catching it.) But you should get the dried snake skin lying at the edge of the desert.
To get rid of the wizard, make a magic cookie, put it in the porridge you find in the bear's house, and give the porridge to the wizard. You need the manual to discover how to make the cookie.
Morten Brattbakk, Steinkjer, Norway.

RETURN TO EDEN

Adventure

Antonis Evvipidou asks what to do when going up after the explosion. After returning to the surface, head east then south to the woodland. If the parrot robs you of the geiger counter don't worry - you will get it back later. If at any time you hear the droning noise, HIDE as it is the helicopter looking for you. Go SE to find a pea, which you should throw at a brick-coloured bird when it appears. The bird eats the pea, drops an egg, and a See Bee appears with a telescope. Use it to look at the city's defences, then plant the brick egg ...
Ray Smith, Milton Keynes.

LEGEND OF THE SWORD

Adventure/RPG

Paul Hardy (since when is Wales in Sheffield?) wanted some answers to this game. Trolls: Throw the bottle of antitrolls at them. Get this from the leprechaun by giving him a coin and a pipe. If Pagan refuses to give you the coin, KICK him. Wooden Disk: This goes in the slit in the wall outside the Vestry in the chapel. Light: After killing the humanoid, take the tinderbox from his body. This, together with the torch from the iron bracket under the trapdoor in the keep, makes a source of light. And finally, no - there is no use for the sack full of rubbish!
Ray Smith, Milton Keynes.

FAERYTALE ADVENTURE

RPG

Steve Mackenzie wanted to know where and what items he needs to pass the barriers. They are:

Crypt at Churchyard	Weapon
Turtle Point	Shell
Castle south of Marheim	Sun Stone
Watch Tower	Shell
Hidden City of Azul	Rose
Dragon's Cave	Magic Wand

He also wondered what is the significance of Pixel Grove - there is none! Finally, he could not find the cave in the hillside. It is located in the Mountains of Frost at the north western end of Holm.
Odd Magne Ogreid, Bergen, Norway.

GUILD OF THIEVES

Adventure

Berndt Veldhuis could not get into the bank office. He has to join the longer queue and, when his turn comes, he must show the plastic card to the teller.
Odd Magne Ogreid, Bergen, Norway.

SPACE QUEST III

Adventure

To leave the space junkyard, fit the motivator into the 'junk' spaceship with the claw, and climb onto it with the ladder from the rats' hideaway. Fit the reactor and wire in the compartment before trying to fly the ship.

INTERACTION

I miss the adventure chit-chat that was in Into The Valley. Also, couldn't you ask for some colour and print screen shots on the Fantasy Zone pages? Will there be adventures (demos) on the CU disks? Here in Norway I pay about 5 for an issue of CU, and I think the disks should have something for everybody.
Morten Brattbakk, Steinkjer, Norway.

P.S. Is it true that *Zork* adventures have no graphics at all?

Keith's response: I miss the chit-chat too. Perhaps we can do something about that soon! And yes, astounding as it may seem, *Zork* achieved its fantastic success without a single picture!

Hi! My name is John Schoutens and I live in Holland. I recently bought Leisure Suit Larry III. I seem to have lost my Nontoonyt Island magazine, so I cannot now play the game until the end. When I go to the casino I cannot get into the showroom, becasue the Maitre d' requests the number from a certain page of the magazine. Could someone help me? Give me a few numbers and the pages they are on. I'm desperate. I have already tried to order a hintbook, and there are no numbers printed in it!
Desperate Boy, Holland.

Keith's Response: Lost it? A likely story! The book is just as important to the game as each of the disks, and you seem to have managed to keep them safely! Since the book is designed to combat pirating there's no way we would print the details you ask for. I suggest you take your original disks and packaging, with receipt, to the dealer from whom you bought the game, and ask him to help.

How did you get on with the Play To Win feature on *Larry III* last month? There were enough hints there to take you through to the end of the game, but how do you get hold of those missing 400 odd points (I finished with 3553)? For the past few months I have been swapping Larry clues with Marco Andreoli, who writes an adventure column in the Italian magazine 'K'. Marco, it seems, made it with Suzi ...

I decided to search for something I had missed. I played the game from the start again, and when I got dressed like a dancer (in Cherry's costume) I began walking down the streets in this new fashion. I talked with all the men I met but obtained nothing but wisecracks. But I thought if the game lets you go around dressed like this, it should be useful. Imagine my surprise when, dressed like Cherry, I went to the legal office asking for my divorce and discovered that Suzi likes men dressed in women's clothes! So if you missed it, go back and restore one of your games. It is well worth the try!
Marco Andreoli, Turin.

Keith's Response: So that's the sort of thing you Italians get up to? Thanks for the tip - I shall be very wary of you lot whilst I am on holiday at Lake Maggiore in a couple of weeks time! Especially as that's not so far from Turin ...

Looks like this may be my last letter. Not only has C+VG dropped my favourite adventure column by the best adventure columnist around, but CU has dropped its devoted 64 users. Thank you very much for all the help you have given myself and many other 64 adventurers over the years. I have greatly enjoyed reading your column in both C+VG and CU.

Michael Walsh,
Victoria,
Australia.

Keith's Response: And I shall (sob) miss you too.

FANTASY ZONE NEWS

SHADOW SORCERER

RPG

How many times have you felt like throwing something heavy at the screen after your party of adventurers get massacred by yet another bunch of Trolls? Okay, so the AD&D game system is a little combat-heavy, but that's about to change with SSI's next release, *Shadow Sorcerer.*

SSI have noticed the growing difference between the two types of role-players, the younger 'hack 'n' slash' merchants who enjoy mass carnage at every turn and the older 'serious' role-players who tend to think things through before drawing their swords. As a result the current game system has undergone some major changes to try to reflect the 'true' tabletop game.

A Cadaver-style 3D isometric view is used for indoor encounters while outdoor situations use convenient hexagonal grids. The characters are all represented by animated minatures (reflecting the use of minatures in the real game) and all actions, conversations and movements are icon controlled.

What does all this mean for the player? Plots can now be more than just a series of battles linked by a few NPCs and involve more thought, puzzle solving and detective work. Combat will no doubt be a main part of the game and, thanks to the new viewpoints, will involve a little more strategy.

Shadow Sorcerer, available from October, brings a return to the *Dragonlance* world and sees your characters helping to ship frightened refugees, fleeing from the Draconian armies, to safer areas of the land. You are called upon not only to explore the land as you progress but also to try and keep the refugees from breaking up into rowdy mobs, easy prey for the evil hordes. Emerging early next year will be the second title to use the new system, *Eye of the Beholder*. Being the next installment of the successful *Forgotten Realms* series, characters from any of the first games can be transferred for further level-progression.



Hey, hey, hey, we're the monkies.

THE SECRET ADVENTURE OF MONKEY ISLAND

ADVENTURE

What with all the TSR licenses around at the moment, you'd think US Gold wouldn't have time for much else. Lucasfilm, however, have managed to squeeze a bit of monkey business into the fray with *The Secret Of Monkey Island.*

Set in the swash-buckling, rip-roaring, peg-legging, eye-patch wearing, cutlass brandishing 1600s, *Monkey Island* is a comic tale of pirates, hidden treasure and 'one-liners more lethal than the bad guys' (according to Ron Gilbert, the game's designer).

Using the same system employed in *Indy Jones: The Graphic Adventure*, but with a few extra tweaks, the story starts with you, a poor and desolate adventurer, looking for an adventure. If you can prove yourself in the port of Melee you might win the confidence of a pirate band and find yourself on the high seas, rolling towards excitement and action on the dreaded Monkey Island.

Like *Indy* and *Loom*, the graphics and animations are all in the stylish Lucasfilm manner, with the added bonus of proportional scaling and 'innovative' camera angles (who says computer games are nothing like films?). Unlike *Loom, Monkey Island* promises a degree of complexity in the puzzles that slowly get harder as the game progresses, allowing novice players to get started without frustration.

The Secret Of Monkey Island sets sail towards the end of the year so book your passage now.

LORD OF THE RINGS

RPG

Some would call him the father of modern fantasy, others would simply say he wrote three very long books. Either way, almost everyone has heard of J.R.R. Tolkien. Electronic Arts certainly have and are soon to release the first of three role-playing games based, appropriately enough, on the *Lord of the Rings* trilogy.

LOTR, just to remind you, concerns the adventures of a young Hobbit called Frodc and a magical ring that is being hunted by virtually everybody on Middle Earth (Tolkien's fantasy world). Aided by a group of humans, elves and dwarves, Frodo has to journey to the very heart of the evil kingdom to hurl the ring into a fiery chasm to destroy it. *Lord of the Rings Vol. 1* follows the story to the end of the first book.

Programmed by Interplay Productions, the team responsible for *The Bard's Tale* series, *LOTR* boasts

Crocks away in the latest Lucasfilm game.

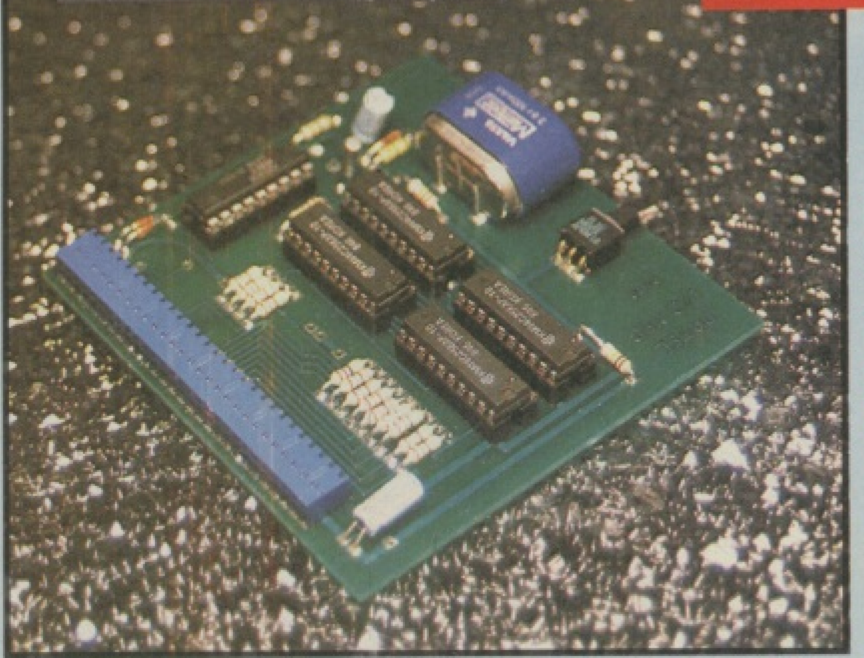


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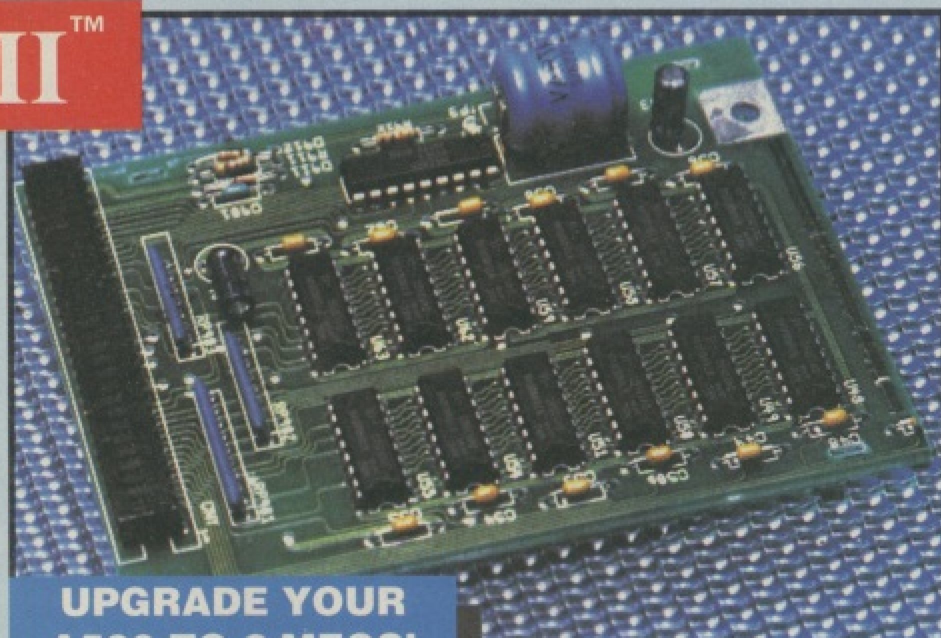


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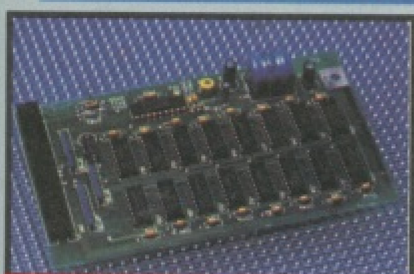
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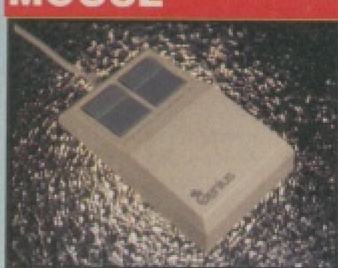


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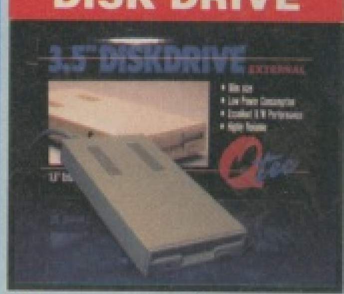
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FANTASY ZONE NEWS

state-of-the-art graphics, digitised sound and a huge, seven map world of Middle Earth to explore. Each of the maps has plenty of mini-adventures and sub-plots to solve, all of which remain fairly close to the original story without sticking to it as gospel.

All of the Tolkien creatures are there, Wargs, Dark Riders, Orcs (whether or not Tolkien actually invented Orcs is a strong arguing point in the role-playing world!), as well as all the main characters plus several new ones just for good measure. In fact, it's possible to play the whole game with a party of characters never even encountered in the books!

This is not the first time Tolkien's books have featured in computer games and I dare say it won't be the last, but it's certainly the most intriguing project to date. The quest can be taken up in November.

HOLLOW WORLD

RPG

D&D has always lived in the shadow of its 'younger brother' but not for long. TSR have bowed to the pressure of D&D players everywhere and are launching an official game world called *Hollow World*.

It's an extension of the untitled 'known world' but thanks to the success of the D&D Gazeteer products (a series designed to flesh out the world of D&D), TSR have decided to take players further than just the surface of the world. *Hollow World* is set in the very bowels of the planet with new monsters, traps, adventures and character classes. Imagine Jules Verne with Orcs!

The first set of adventure packs should be available in the latter half of the year. Perhaps TSR will finally come up with an official name for the world!

BUCK ROGERS

RPG

Also from TSR/SSI comes 'one of the biggest multi-media events of the year', namely *Buck Rogers* (TM) the computer role-playing game.

The first title – *Countdown To Doomsday* – will use the tried and tested AD&D game system, modified to give it a futuristic feel. Battles will include space combat as well as ground-based action and include enemies such as genetically engineered monsters and powerful robots. The plot sees the evil RAM (Russo-American Mercantile) hatching a plot to re-conquer Earth. Guiding a group of characters from NEO (New Earth Organisation) you must find a way to foil the bad guys and save Earth (the traditonal plots are still the best).

One final point about *Countdown To Doomsday* is that it will only be available on 1 Meg machines (which suggests either a lot of detail or a very large playing area!).

So why this sudden burst of energy concerning Buck? It could have something to do with the fact that TSR's president, Lorraine Williams, has a great-grandfather who wrote the original Buck Rogers novel or it could be that Buck is one of the few heroes who has yet to be licensed to anyone.

Whichever, we are going to see a mass of Buck boardgames, Buck paperbacks, Buck graphic novels, Buck lunchpacks, Buck boxer shorts etc. Most interesting, however, should be Buck Rogers, the Role-Playing Game (tabletop, not computer). Yes, now you and your friends can sit around a table, annoying each other by going 'Beedee beedee beedee, hiya Buck' in loud metallic voices! What fun....



The Buck stops at TSR/SSI.


BETRAYAL

A WEB OF INTRICATE POSSIBILITIES - BUT FAIR PLAY ISN'T ONE OF THEM

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The West Marches is a corrupt land ruled by immoral leaders. You are one of four Knights with a lust for power. And in the pursuit of power, the end justifies the means.





The bloodiest battles yield the greatest spoils. Strategically extend your domain, reduce your rivals' resources, and tighten your stranglehold on the peasants of the land.



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Develop a mastery of political subterfuge, gaining places for your Courtiers at the palaces of the King and Bishop, ready for the coup which will make you the master of Betrayal.

BETRAYAL
A HELL OF A GOD GAME

A new barrel of fine Welsh ale had just been broached. The royal palace's smoky dining hall resounded to cheery voices. To one side of the top table a harpist and a minstrel were struggling to be heard above the commotion caused by two dogs snarling over a bone in a corner.

Eating slowly, I leant forward to catch the breathless whisper of a rival knight.

'They came in at a run, baying like wolves. Four wild-eyed barbarians ready to cut, gouge, pulverise and kill anything that moved.'

That news was indeed music to my ears. My forces' attack on his wealthiest town had met with success. Financially weakened, militarily broken, and politically bankrupt, he could no longer hold influence at Court.

So long as no evidence of my wrong doing remained. So long as the Gods blessed the crops of my harvest. So long as the rumours of the capture of my brother were true. The throne was mine.

I've cheated, lied, spied and slaughtered. The fruits of Betrayal are mine.

RAINBIRD

HELPL

ENQUIRIES

THE PRESIDENT IS MISSING

Could you please help? I have had this game for ages and have got nowhere fast. I would really like to know what the entry codes for the two files are, and also what the translations of the coded messages on the tape are.
Simon Coutts, B1

ROGER RABBIT

Please can sombody help me. I have loads of problems with *Roger Rabbit*. I cannot get into the gag factory. I kill the first three weasels but I cannot get to the second bit. I can get the bomb to drop and the crane to start but I cannot get on to the crane. If you use the shrinking potion you can get past the packing cases, but you end up in the green paint remover. Can someone please tell me how to get past the paint remover and onto the second level?
Alan Niel, B2

RAMBO III

From all of the games I recieved with my Amiga, one has managed to baffle me. I am in desperate need of a cheat for Rambo III, any thing will help.
Josua Anthony, B3

WARHEAD

I have a problem with this game. Every time I meet the Berzerker at Pluto I hit him with everything I have but it doesn't seem to affect him. After I've been called back to Solbase, the Berzerker comes to the Earth and I cannot get rid of him.
Tor Allas, B4

STUNTCAR RACER

I can complete the first division (red track) and now I'm up to the super division (blue track). I'm up to the high jump and roller coaster but I can't get past them. Please send me a poke for infinite lives, boost or to skip a level. It will be good to finish the game after all this work.
John Doe, B5

NEW ZEALAND STORY

I'm well stuck on *New Zealand Story*. I can finish off the first stage by killing the whale and I can get to the next level by going through the portal, but then I've got a problem; has anybody got a cheat for infinite lives? A cheat *for Ninja Warriors* would also be much appreciated.
P Gaskell, B6

SHADOW OF THE BEAST

I'm having problems with *Shadow Of The Beast*; I cannot get past the huge skeleton on level 1. Also, have you got a poke or cheat to skip levels?
Matthew Tanks, B7

LOST PATROL

Could you please tell me a cheat mode, poke or tips for the Ocean game *Lost Patrol*? It is such an excellent game and has excellent graphics. Please help, I can't even get half way to the camp I have to reach. Instead, after about 3 hours playing time the team goes crazy and I have often been killed by members of the platoon. The best I can manage is to get just past the first village. Could somebody please help me?
Stefano Cardosi, B8

LICENCE TO KILL

I got *Licence To Kill* a month ago and I am having vast problems when it comes to killing Sanchez's henchmen. Would you please send in some tips or pokes? I hope you can help me.
Ben Ellingham, B9

CYBERNOID 2

Any help on this game would be greatly appreciated, particularly a poke for infinte lives.
Alex Storer, B10

THUNDERCATS

I require a poke that will give me infinite lives and allow me to skip levels.
Alex Storer B11

THE LAST DUEL

I have been stuck on this piece of software for a long while, it's impossible. If anybody has a poke or a listing for *The Last Duel* could you send it in?
E Hedlund, B12

BARDS TALE 1

Could anyone tell me how to get another firehorn once the first one has burnt out? On my old Amstrad version all you had to do was load another Bard and take his, but this doesn't seem to work on the Amiga version.
Iain Sinclair, B13

NINJA WARRIORS

Can anyone help me get past level 5 on this brill slash-em-up. The 'Monty Python' and 'Steve Austin' cheats are useless and just make the game harder. Help!
Julian Young, B14

INE

PLAY TO WIN

XENON 2

Have you got any cheats for *Xenon II* to give me lots of money for the shop, unlimited lives or a level skip? I am also stuck with *Bubble Bobble*. And in *Rainbow Islands* I can get up to Doh's island but I cannot beat Doh himself. If there are any cheats for these they would greatly appriecated.
Pemberly, B15

FUTURE WARS

About a month ago I bought *Future Wars* and ever since I've been wrecking my brain trying to figure out how to find the machine in the office. Every time I play the game I always get stuck in the office! Please tell me what to do next because I'm really losing my temper.
Wayne Harland, B16

BAAL

Does anyone know an unlimited fuel cheat for the game Baal? I do know the unlimited lives cheat, but I keep getting stuck without fuel every time.
Lukas Mariman, B17

RUNNING MAN

Recently I purchased the game *Running Man*. The graphics are great, as is the sound. Unfortunately I can't get past the first stalker.
It's getting very annoying stopping at the same stage so please will someone tell me any way of passing the stalkers, or other cheats or pokes related to this game?
Ravinder Dhahole, B18

OVERLANDER

I want to know if you can get infinite lives on this game as well as jumping levels and getting those expensive weapons without losing all your fuel.
Also, is it possible to keep my high score remaining on the original disk even after I've switched off? I want my score to remain each time I reboot the game.
Ravinder Dhande, B19

ROTOX

I bought this game after playing the demo on the CU cover disk. I think it's fab, but I cannot get very far. Is there anybody out there who has a cheat or poke for infinite life/energy? Please help me or I'm destined to be going round in circles for ever.
Bjorn Standal, B20

RESPONSES

IT CAME FROM THE DESERT (A3)

The queen ant's hideout is in M1, near the mines, but you can't get to it until you've killed the other Ants.
James Forrester

BARBARIAN (A5)

On the title screen type 04 08 59 for infinite energy. During play, roll your opponent into a corner then stand up and kick him until he dies.
James Forrester

NEW ZEALAND STORY (A13)

The del key you need to use is the one next to the HELP key. I have the same version as you and the rude cheat works with it.
James Forrester

WEIRD DREAMS (A12)

What you have to do is get halfway through a mirror in the hallway and tap out SOS in morse code on the help key, that's '--- – – – ---'.
Then get yourself to the girl and the chicken monster and you should have no trouble getting past them with infinite energy.
James Forrester

SHADOW OF THE BEAST (A14)

Right, get ready for a long solution. From the key go right, get the bottle, go left, down the ladder, right, up, up, right, down, left, up, left, down, left, up, get bottle, left, down, down, right, kill the big monster, go through the door and climb to the top of the well, and you're out.
Also, in case you didn't know, for infinite energy wait for the last title screen to appear, then hold down the joystick fire button and the left mouse button until you have to change the disk.
James Forrester

How to use the Helpline

It's easy. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark it 'Enquiry' if you need some help. Post your letters to : Play to Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. If you are making an enquiry include a few lines explaining why you need a poke, cheat, help etc.
If you are replying to any of these enquiries, don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each one on a *separate* sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can file everything in neat alphabetical order.

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- RGB/AI, TTL, Comp. Video & stereo audio inputs
- Can also be used as a TV with tuner or VCR
- Features fold down tilt-stand
- Twin Speakers
- FREE lead for computer of your choice
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24 Pin version of the Star LC Series with

- Exceptional letter print quality
- 360 x 360 dpi Graphics
- Additional font cartridges available
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- Emulations include: HP Series II, Epson EX800, IBM Proprinter and Diablo 630
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Most competitive 24 Pin Colour Printer available Today!!!

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Characters Per Second speeds quoted are Draft/LQ at 10cpi

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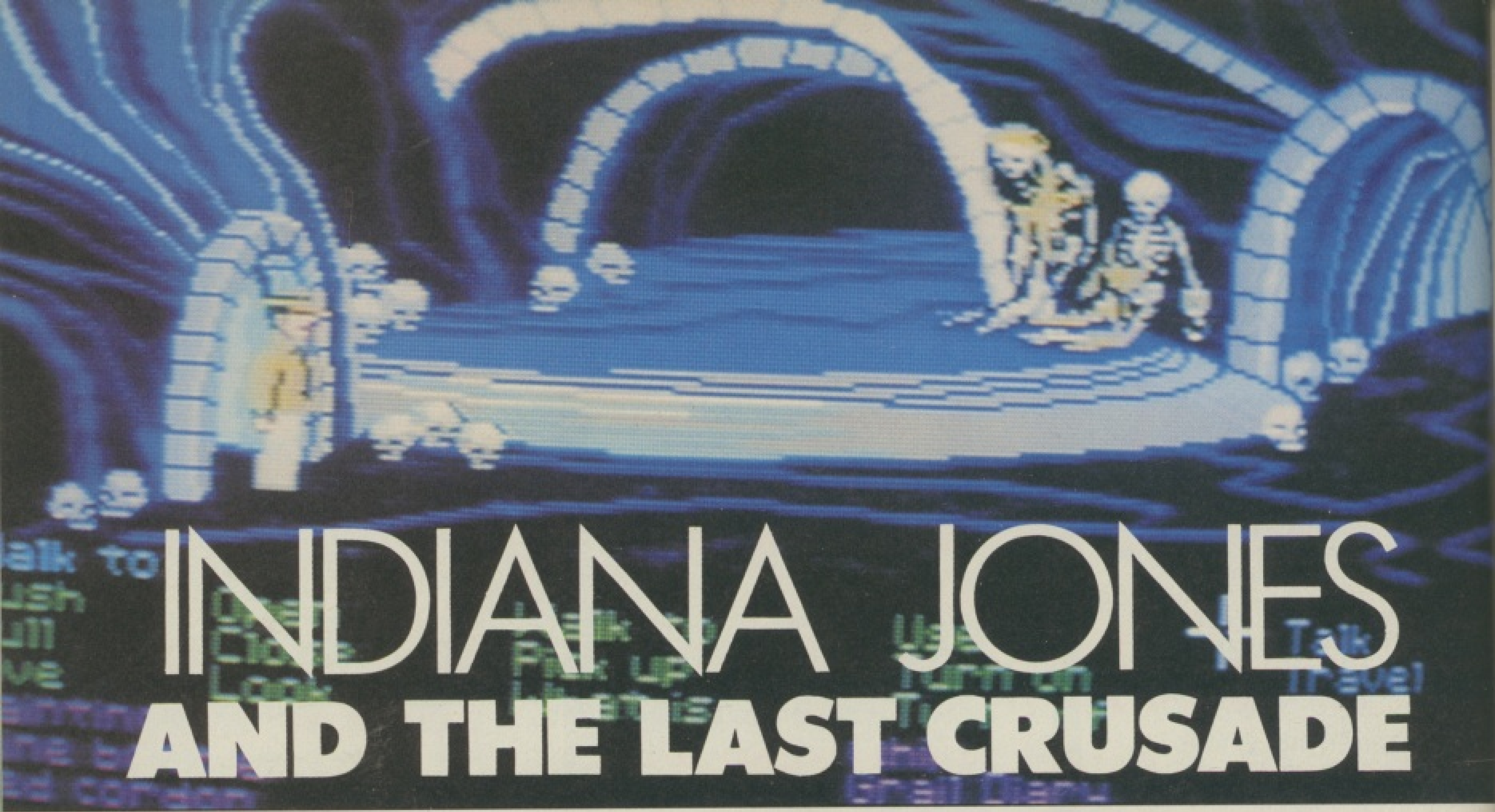
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INDIANA JONES AND THE LAST CRUSADE

Thanks to Jon Helge Lindgron and Ssor Martin Hardeland for the definitive solution to Indiana Jones, the adventure.

IN AMERICA

Go to your excited students and calm them down. In the office, get junk mail, letters, papers and the package. Open the package and you have found the Grail Diary. Climb out window. After visiting the man, travel to Henry's house. Push the bookcase and get the sticky tape. Pick up painting and travel back to your office. Open jar and put the sticky tape in it, and now you have found a key! Travel back to Henry's house. Pick up the plant. Pull table cloth, and open chest with key. Get book and travel to Venice.

IN VENICE

In the restaurant, go to the lovers, look at the wine bottle and pick it up. In the library, go to the room with the metal post and pick that (the metal post), and the red cordon up. Look in the Grail Diary and walk to the window that looks like the picture. To enter the catacombs, read the Grail Diary and the inscriptions below the stone lions. (For instance if the Grail Diary says "follow the second on the left", you just read the second number on the left inscription ... The number is "xxx"). Use metal post to destroy block "xxx". Enter catacombs.

IN CATACOMBS

Here you will have to find the way by yourself. When you have found the dead pirates, get the hook from one of them. Go to the water pool and fill the bottle with water. Go to the torch and pour the water over the torch, and pull it. Go to the cave with the inscriptions, and read them. Go to the bridge, fasten hook on wooden plug, and pull out plug with whip. Then find the ladder, and climb it. Go to the water pool. Enter the tunnel. Go to the machine, and fasten the red cordon on it, then push the wheel. Go to the statues, and look in the Grail Diary. Push the statues until they look just like the pictures in the Diary. Enter door, and go to the bridge. Cross it, and enter the cave. Now go to the cave with the "skull piano". Read the Grail Diary. One line replies one scull. (For instance if the first note is on the top line, push the first skull from the left). When you have played all the notes the door will open. Enter it. Go to the room with the casket. Open casket and you will find out where the Holy Grail is. Go to the grating and open the rusty lock. Enter the manhole and you will automatically travel to the castle where your father is.

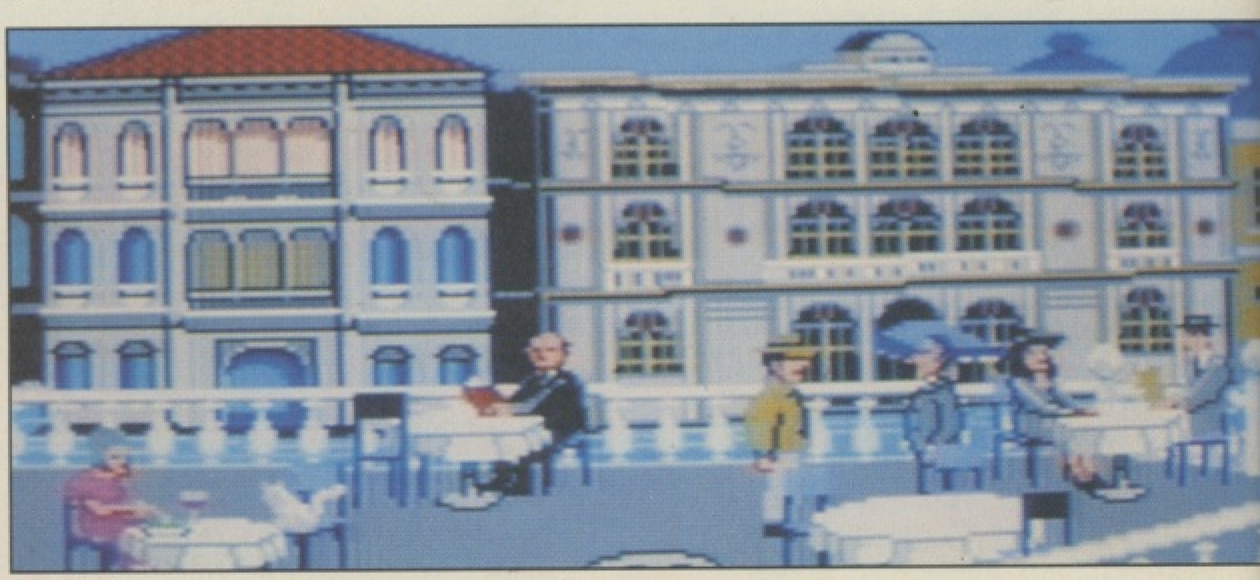
AT THE AIRPORT

To get tickets to the Zeppelin, Henry must go to the right of the man who is reading the newspaper, and talk to him about his grandchildren. Now Indy (you) will be able to snap his tickets from his pocket. Go outside and enter the Zeppelin.

IN THE ZEPPELIN

Give the tickets to the ticket agent. Henry must go to the piano, put some coins in the

PLAY TO WIN



Careful. This character might be a spy.

bowl and choose a song. Now the radio man will leave his room to hear the music. Indy must hurry into the radio room, open the locker and get the wrench. Leave the room as soon as possible. If the radio man comes back before you have left the room, talk yourself out of the situation and try again. Put wrench in the hole in the wall and push it. Climb the ladder and find your way to the plane. (You may have to fight some guards, but try to avoid them).

TRAVEL TO ISKENDERUN

When you have flown as long as you can manage and have crashed the plane, you must enter the car. Fool, bribe and fight the Nazies until you have passed the German border. Now you will automatically drive to Iskenderun. Enter the temple.

IN THE TEMPLE

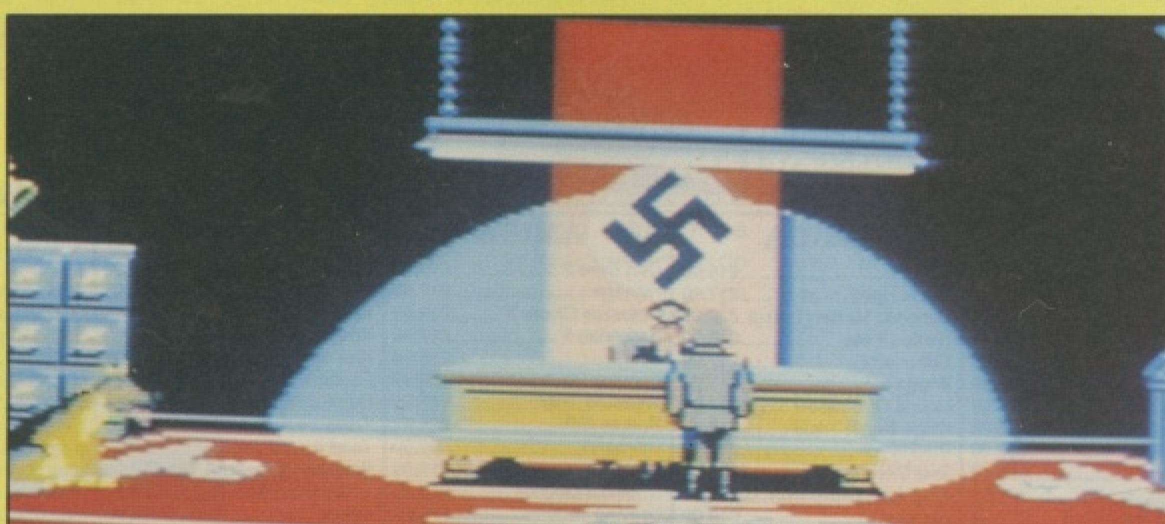
To pass the first trap you must look at the picture in the Grail Diary on page 56. To pass trap number two you must *only* walk on the letters shown on the top of the screen. When you have passed trap number three you will come to a room where you must choose the right Grail. To do this you must follow the inscription that stood on the cave wall under the library in Venice. When you have chosen the right Grail, you will automatically go back to your father, and pour the holy water over his wound. Remember to pick up the Grail and return it to the knight. — That's all!

This is one of the puzzles for the Holy Grail.



IN THE CASTLE

Kill the butler. You will have to find out what to do with the guards by your own, fool around a little, and try to get as much money as possible. Find the drunk soldier and get his beer stein. Go to the kitchen and fill the stein with beer. Pour beer over hot coals and get the roast board. Go to the office in the second floor and there you must give the roast board to the dog. Get trophy. Go down to the kitchen again and fill trophy with beer. Go to the second floor once again and give trophy to Biff, (the big, nasty, strong man). Hit him, and now you can enter a new corridor. Find the door with the wires and touch them. Now the alarm system will go off, and a man comes asking for the Grail Diary. Give him the old book. (If you give the man the Grail Diary, you will have to go to Berlin and get it back later). Now you and your father will find yourself tied to two chairs. Pull chairs across the room to the suit of armour. (Now it will be clever of you to save your game). Push the suit of armour and try not to hit your father. Push the left statue and go out through the fireplace. Drive the motorbike and suddenly you will be at the airport.

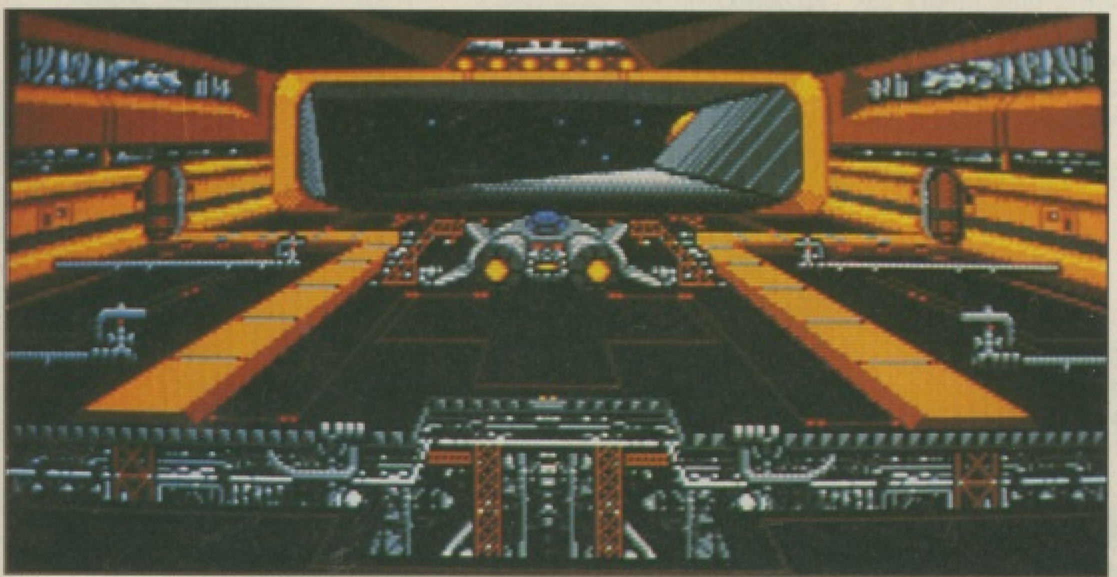


This is one of the puzzles for the Holy Grail.



STARBLADE

PLAY TO WIN



Your en suite shuttle bay.

WHAT HAPPENS ON THE PLANETS

ONKILER
Fuel - heavy laser - 2 magnetic cards

TISRON
AD-02 mine - 1 magnetic card

SKAGON
1 Magnetic card

KILRON
1 Magnetic card

HIRGON
Black market - life potion

ITAVIS
Fuel - black market - 1 magnetic card

SKEVIS
Auxiliary fuel tank - fuel - 1 magnetic card

SHIRVIS
Black market - life potion

SHERLIMER
Fuel

SKAVER
Fuel - magician

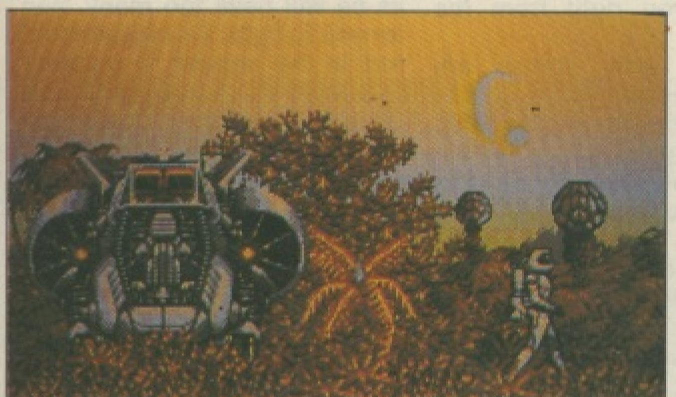
ANTARES
Black market - 1 magnetic card

SHELTA
Fuel - heavy laser - auxiliary fuel tank - black market - 1 magnetica card.

ENDROMA
XMT-03BK laser

XYLGONA
Thief of magician's parchment

ERINA
Fuel - big droid - 1 magnetic card



Keep an eye on new planets.

GENERAL HINTS

OUT OF FUEL: send an SOS message and wait for help - the cost will be deducted automatically.

ALIEN INTRUSION: go to the circuitry rooms to kill them - be careful, each time the bell rings another alien reproduces itself.

TRADE: rare commodities are traded between planets of different types (for example grain or water in the desert, metals in town). Starblade stocks can be used to transport goods in large quantities.

It's life Jim, but...



WHAT TO DO

TISRON: take the guided mine in the 3rd screen from right (to get it you must go through trade).

ERINA: place the mine in front of the big droid - after the explosion, pick up the fallen circuit, which now has to be placed in the centre of the drive circuit - a new system will appear on the card.

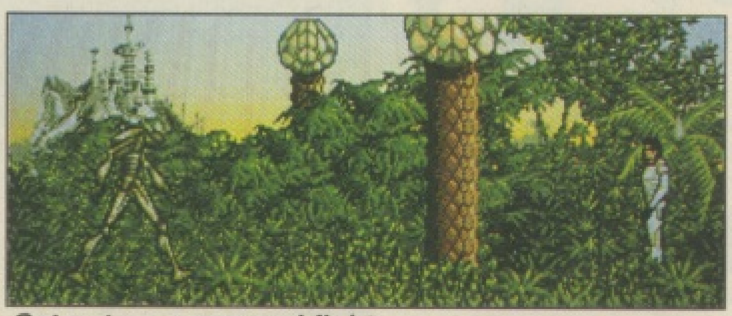
SKEVIS: pick up the magnetic card, it contains the Cassandra access code in Centaurian.

SKAVER: go and see the magician.

XYLOGNA: kill the thief who stole the spell (alien), then go back to SKAVER to return the spell to the magician. To thank you, he will teach you his physic powers which will be essential to you on Cassandra.

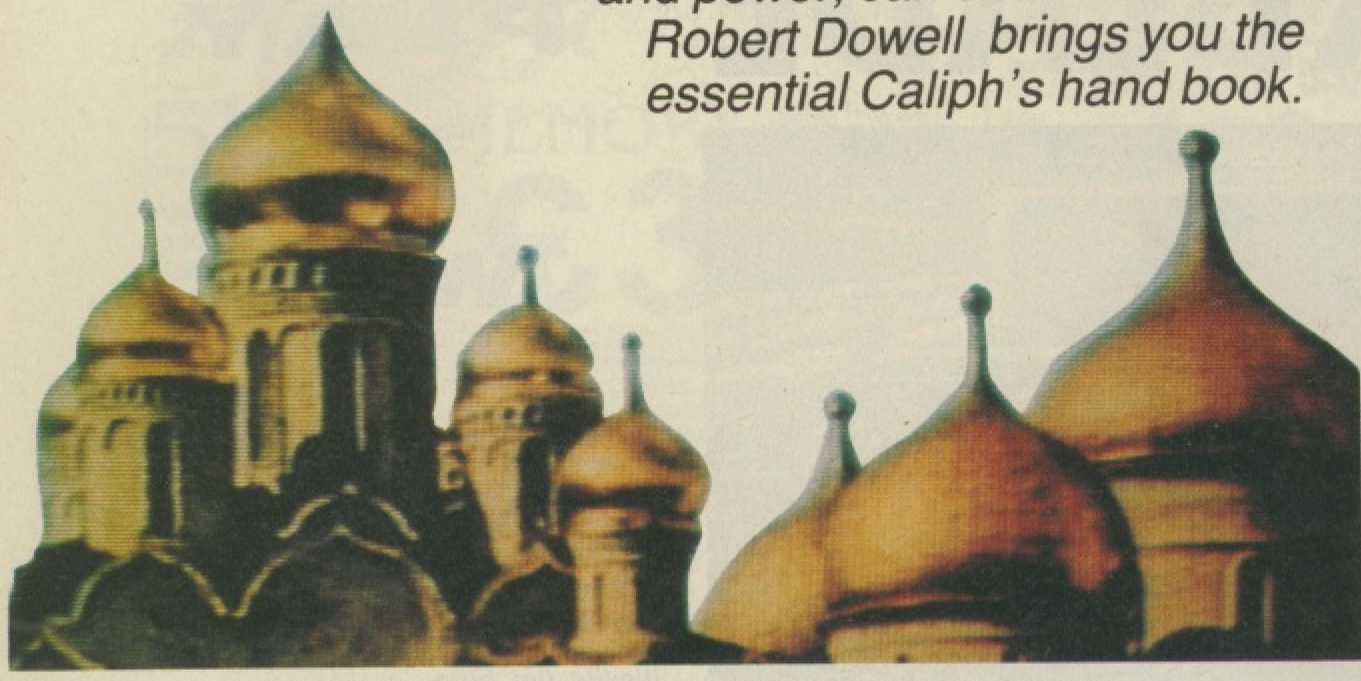
ENDROMA: recover the XMT-03BK gun, the destroyer of the Cephalhydras.

CASSANDRA: thanks to the two magnetic cards, you will be able to find the following access code: Sigmund. Here you need to eliminate all the Cephalhydras with the XMT-03BK.



Get out your gun and fight.

In the world of assassination, trade and power, can one man survive? Robert Dowell brings you the essential Caliph's hand book.





Prepare to take on the thousand and one perils, which determine whether you rule or not.

KHALAAN



Prepare to die Ali Bar Bar. During this part make sure that you move the mouse forward and then press the mouse button to cosh the devil over the head.

When playing you will probably notice that you never get what you're looking for. Try and make the most of the unexpected, until Mr Right turns up, or start again.

The game gives you very little of anything. Big armies on long trips are out of the question at the beginning. Getting the correct balance between too much and too little is what can make or break you right from the start.

To start with, armies are greedy! They can eat you out of palace and caliphate — literally. So to get things going try this as a fairly accurate gauge. The ratio for one man per month is as follows:

1 man=3 units cash, 15 units food and 30 units water per month.

So a typical army of 200 men would consume an average of 600 units cash, 3000 unit food and 6000 units water and that is only for a month.

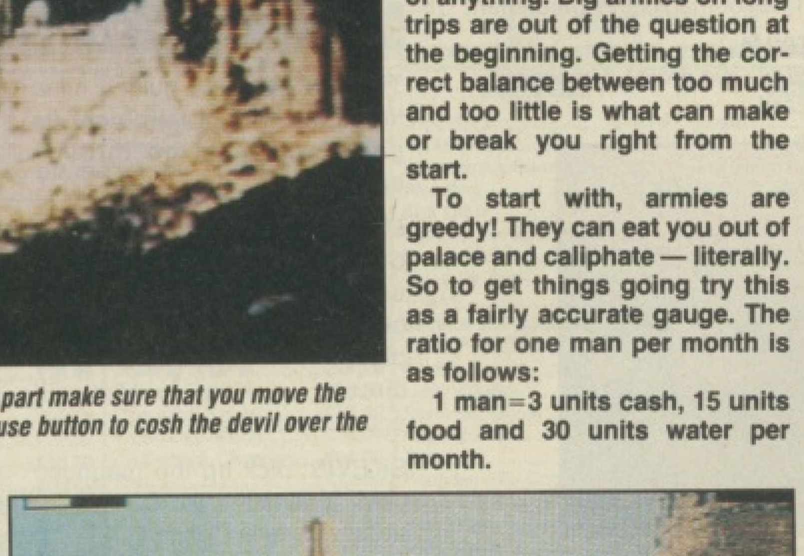
Only send out armies you know you can afford (you are not allowed a budget deficit).

When the armies are ready, you have to find something not too far away for them to attack. This should not be a Caliphate as he will have too many men for you to fight. An independent fort is the answer. If on your first attempts you send out two armies, to the same castle, one can attack and the other sit in reserve until needed. If you should fail to take the prize first time round, you can bring up the second army for another crack at the plum. You should find the fort is substantially weaker.

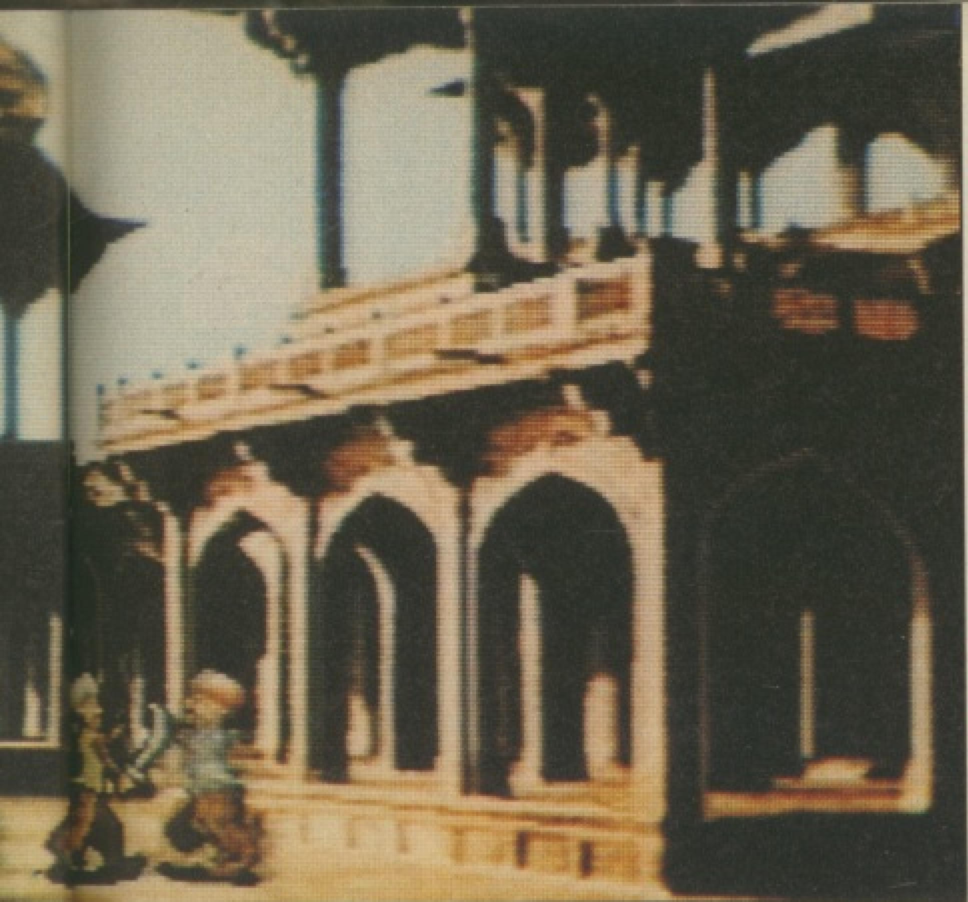
If your first army was successful, chose the fort icon on the left hand side of the screen and select military. Take the supply option, then use the army as a supply post for the fortress.

Your second army can then go on to continue your 'message of friendship' to other tin pot dictators and the like and spread a little sunshine.

PLAY TO WIN



Keep on the move to avoid enemy fire.



Once you have entered the castle, control your fighters' movements by moving the mouse and pressing the left or right mouse button.



When you have conquered some enemy forts, use the caravans as supply posts for nearby armies. This will keep your armies with enough supplies to last them until they have all died or have reached a castle you think that they should be left in charge of.



Send out warships to help you on your mission of mercy for Khalaan.

PLAY TO WIN

STORMING A FORTRESS

If you choose 'storm the fortress' option you stand a very poor chance of succeeding. You march your army as close as possible to the fort and then choose 'offensive' option from the military menu. This will enable you to take the enemy head on, rather than trying to bribe your way in the back door, never a good option.

OTHER METHODS OF ATTACK

Trap door spiders have a novel way of attack. They lie hidden until their prey walks past the door, and then they leap out and attack — bingo. Use this method of ambush against other armies. First, send out a spy to determine the size of their army then, if it is worth the effort, raise an unrealistically large army and jump the unsuspecting baddies, get the loot and go back home.

FIGHTING

Archery is one of the first methods of attack which you will be using — unless you bump into an army on your 'goodwill missions', then it is down to sword fighting.

With archery, you must be careful you know where your enemy is. They have a habit of getting behind your line of vision. To combat this always keep on the move and try to avoid the incoming arrows. A good move is to aim-move-fire continuously until one side is down.

When swordfighting, a sure fire way is to cosh the arab over the head rather than slice it off. To do this move the mouse forward and then press the left mouse button.

SEA BATTLES

These are a different kettle of fish altogether. Something you should avoid is to get too close. This means ramming is out — this tactic invariably ends with both sides sinking.

Get close, then let the archers and cannons loose at your enemy. When he has a fix on your distance, change distance and start again.

TRADE

Trade is only really good in one of two situations, the first being the best — you have money to burn and you wish to buy castles. This way you gain a fort, men and whatever else was in it at the time, giving you another foot in the door.

The second, which if done incorrectly can spell certain doom, is if you sell too many forts to raise money. This will entail you becoming too poor to raise armies.

The final way, which is also not entirely advisable, is to move an army out and give them enough supplies to last them for a while. Then get a caravan to take the rest of the goodies out of the fortress. Sell the fortress to some unsuspecting neighbour and if and when it is bought, go on the offensive and attack it, thus gaining the money you sold it for and the fortress (if you manage to win). Either do not do this or only once or twice. Otherwise there goes the neighbourhood.

KEEPING CASTLES

If you wish to stop your castles from being taken from you, it is sometimes a good idea to keep a good sized army in the fort. This prevents your neighbours getting bigheaded and trying to take over your forts. One way of actually getting soldiers on your side (not yours) is to corrupt them, but you need spies to enable you to know how much is required to bribe them to fight the good fight.

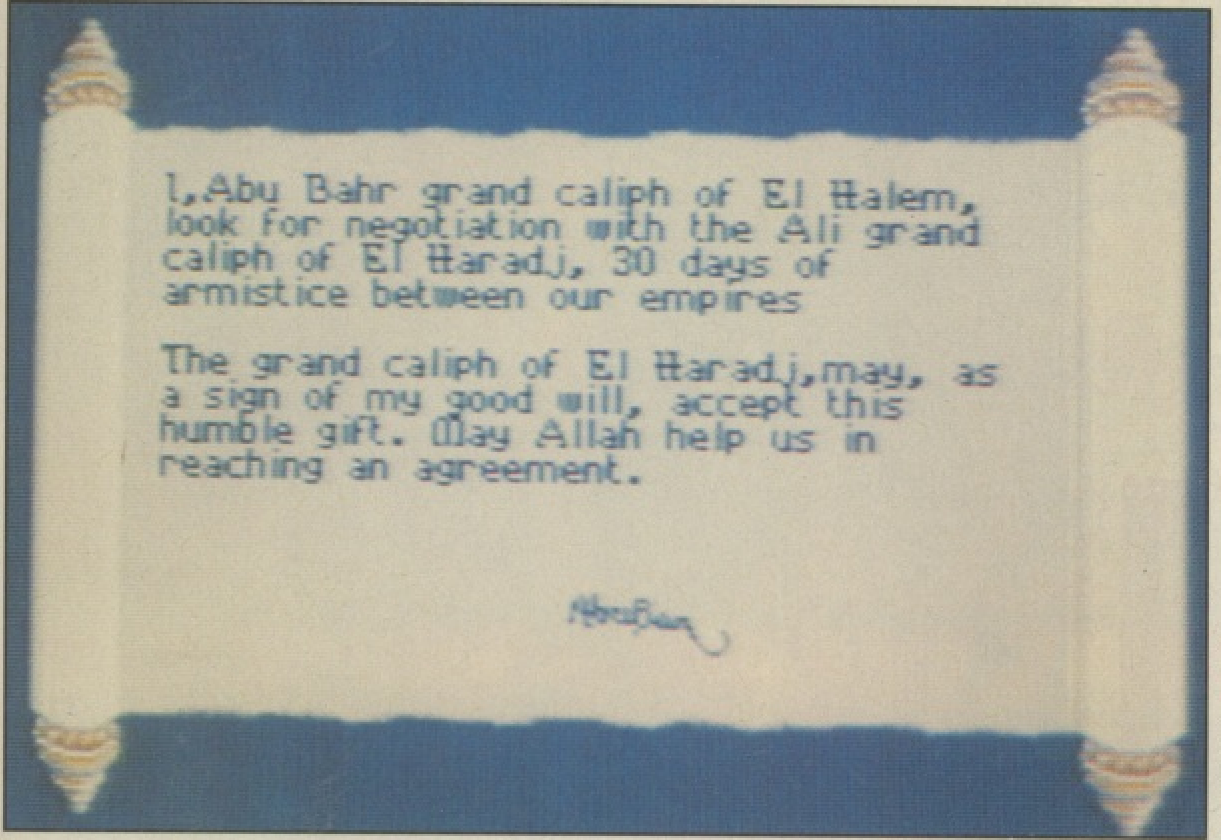
Regular caravans from your forts are a very good idea, this prevents the enemy from getting their grubby little hands on your loot, if they attack and win one of your forts.

PEOPLE PROBLEMS AND HOW TO DEAL WITH THEM

You gotta keep the masses happy — military and non-military personnel. You need incentives to keep them on your side. Being a good guy is not always enough. If they are maltreated for too long — they rebel, either by burning the taxes or killing

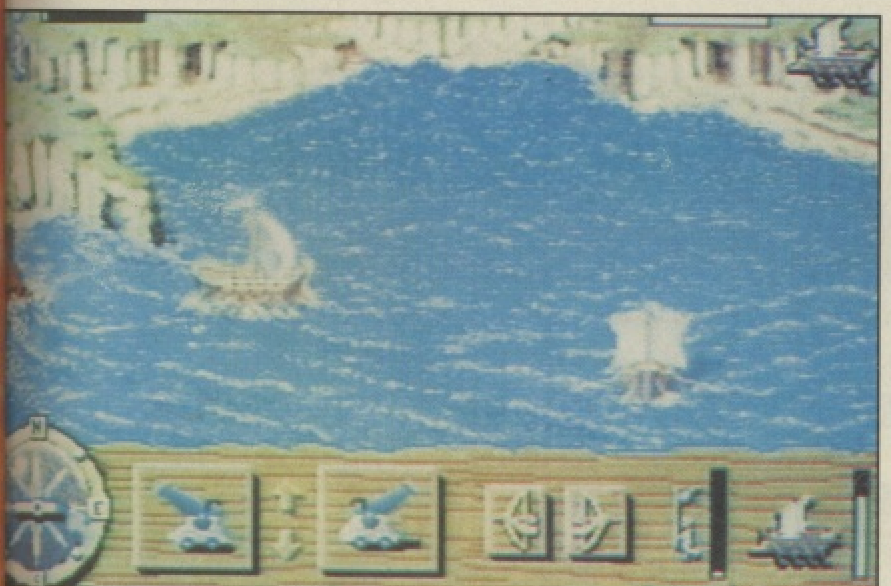


NEW YORK WARRIORS
NEW YORK WARRIORS
Virgin GAMES
The Year 2014 – New York is lost to organised crime. Only a valiant few remain loyal to law and order – They are THE WARRIORS.
You, as 'THE WARRIOR' have to fight your way through the streets to save New York using an awesome array of devastating weapons. If you fail, New York will be destroyed by a nuclear device planted in the World Trade Centre.
You cannot, you must not, fail!
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Virgin
GAMES



As the action hots up you will find other Caliphs that do not want you to get in their way, so propose an armistice. Whether you take it or not is up to you. Think about it, when is the best time to attack?

PLAY TO WIN



Ahoy there captain, straight ahead be our target.

you. Neither is a good idea, so this must be avoided if you are to get anywhere in your regime.

Cities need certain amounts to be left behind or you lose them. This means finding out how much each city needs and either keeping it stocked up or regularly supplying it.

Every so often you have to be a generous ruler and give back to the peole what you took from them. This has to be substantial sums of money, otherwise they think you are taking them for granted.

Whatever you do you have to keep a balance in your forts or they become independent, and you have to fight all over again to regain your foothold.

CALIPHS ALI BAHR

Chose this character for a really testing game. It seems that his citizens are really pissed and keeping burning his taxes, thus making it extremely difficult to get anywhere in the game.

ALI

This man may be old but he has a nice balance of most things. His people tend to be quite loyal, but can be pushed if not kept happy.

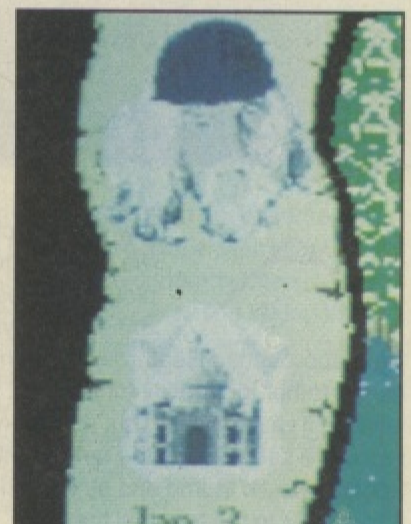
UTMAN

This character is middle of the road.

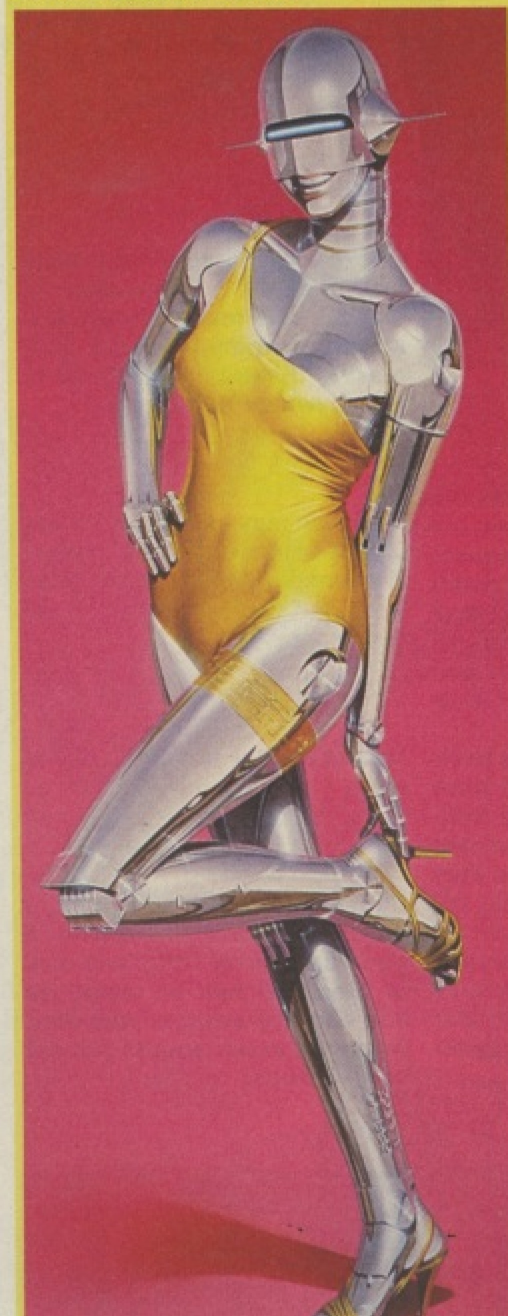
UMAN

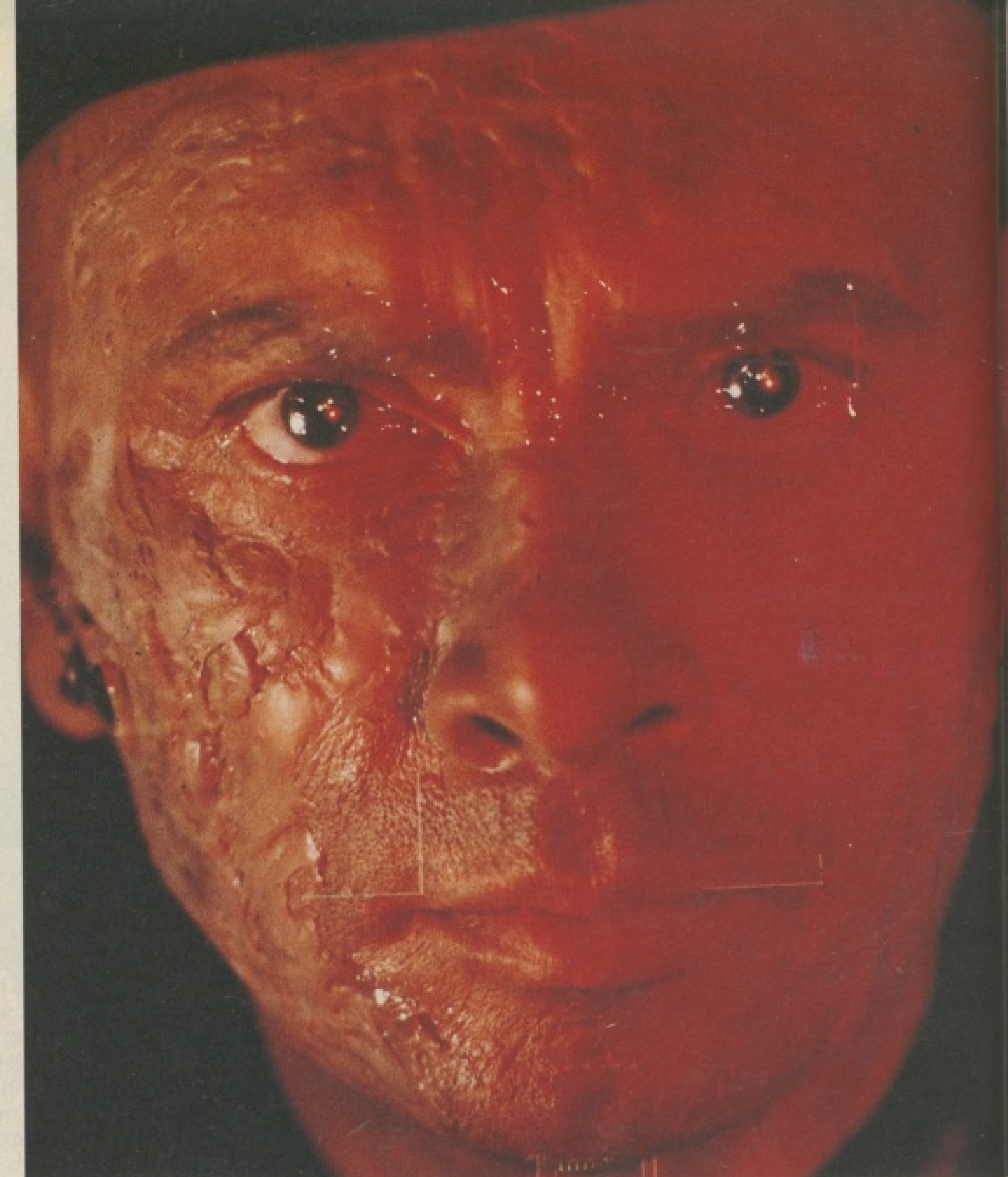
Chose this one if you want a reasonably easy life. Makes a good balance of taxes and lack of fires, but has an island so you can see attacks from afar. However, watch you do not get carried away.





Has it really become so tough for you to continue? No of course not, so what are you waiting for? Go get em.





Yul Brynner's cyborg gets hot under the collar in the robo movie Westworld

I Robot

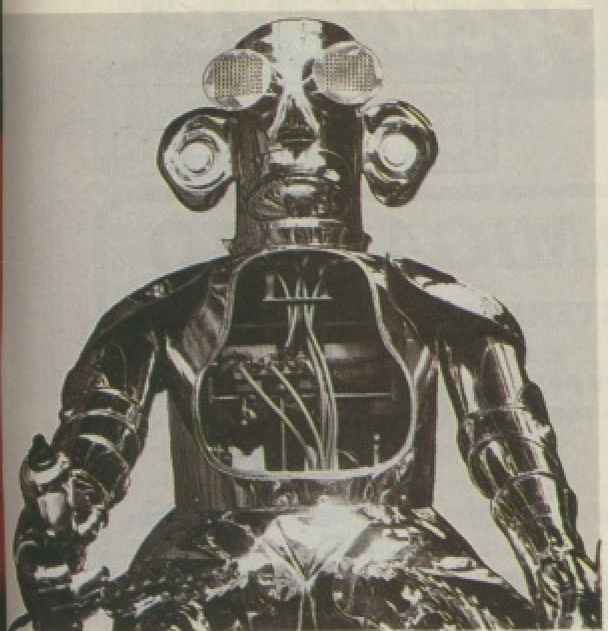
Robots have been in use industrially since the Seventies, but how close is science to creating the kind of robots we see on the big screen? Mike Pattenden has twenty seconds to comply . . .

A few years back I had the mixed fortune of playing guinea pig for British Airways. As my flight approached Heathrow the plane lost height rather too rapidly for comfort. In fact it felt as if it was dropping out of the sky like a brick. We set down on the tarmac with an uncomfortable thump and as we taxied with some relief to the terminal the pilot apologised for the clumsy landing. 'I'm sorry about the rough ride ladies and gentlemen, but that's the first time we've landed on automatic pilot'.

These days planes take off, land and fly most of their journeys on automatic pilot, with the aircrew flicking the odd switch. Automatic pilots are becoming increasingly sophisticated and, because of their role as intelligent manipulators of machinery, they're classed as robots. Research is going on daily around the world to bring about the day when robots run our lives ever closer. At the Turing Institute in Glasgow they're developing an automatic piloting system in conjunction with British Airways and Rolls-Royce for a project called HOTOL, a pilotless jet capable of travelling through space at high speed. If funding is increased the institute claims we'll see a passenger service from London to Sydney which takes just half an hour.

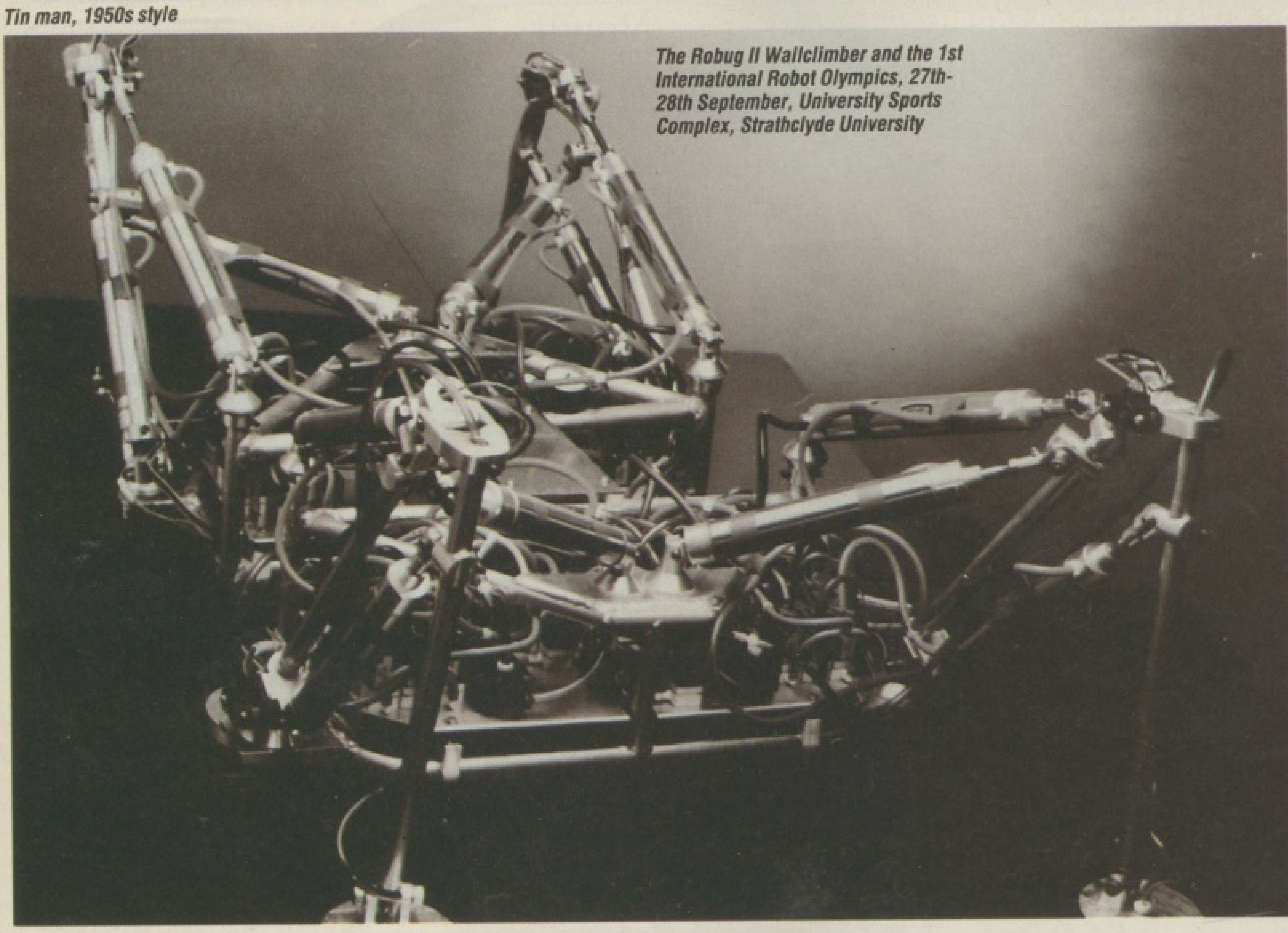
A robot future, once seen as an unpleasant fantasy, is fast becoming a reality. There are nearly a quarter of a million sophisticated robots already in action around the world, and scientists are predicting a robot population of ten million by the late 1990s. Unsurprisingly, Japan has the largest proportion of those already in existence,with some 130,000 working models (approximately one for every 500 Japanese) and three hundred manufacturers.

If automatic pilots don't quite fit the accepted notion of robots, then neither does the idea of welding units, assembly lines and paint spraying, but it is eactly these industrial applications where robots affect our lives the most. The car industry is probably best known for its automation lines, and most major manufacturers use robots in their production processes. The FIAT name is closely identified with its 'built by robots,



Tin man, 1950s style





The Robug II Wallclimber and the 1st International Robot Olympics, 27th-28th September, University Sports Complex, Strathclyde University

driven by people' slogan. They have what is generally accepted as the world's most automated plant at Cassino which turns out 400,000 cars a year using a workforce of just 7,000 people, amounting to one car per person each week. By 1999, Nissan is aiming to produce as many cars with just a third of the Cassino workforce at its Sunderland factory.

In Japan, where much of the industry is arleady highly mechanised, the Impact Corporation recently ran into funding problems for its giant multi-national venture, the factory of the future. Using the IMS (Inteligent Manufacturing System) and financed by huge corporations like Hitachi, Nissan, IBM and Xerox, the Impact Corporation is attempting to integrate computers and robots totally by linking the machines to sophisticated terminals. This way production lines will be able to turn out completely different products at the flick of a switch.

Current applications for robots in day to day life are diverse and impressive. The benefits of using intelligent machines to take on the burden of manufacture or employing them in hazardous conditions is enormous. The Tokyo Fire Department is developing a crawler fitted with suction pods to allow it to climb high buildings. The Carnegie Mellon Institute in Pennsylvania is at the forefront of developing robots to use in the nuclear industry where levels of radioactivity are too high for humans. Their Remote Reconnaissance Vehicle has already explored and remediated the basement housing the crippled Three Mile Island reactor. Robots have already been employed in deep space. The Viking lander which tested soil and sent back pictures from Mars qualified as a robot. NASA are currently developing an Orbital Manoeuvering Vehicle — an unmanned space tug — to deliver and retrieve satellites.

It is in the realm of military research where many of the most significant strides are being taken. Robots are currently already employed in trouble spots like Northern Ireland. The 'Wheelbarrow' is a teleoperated bomb disposal robot fitted with a camera operated from a safe distance. Military research is extremely well funded and able

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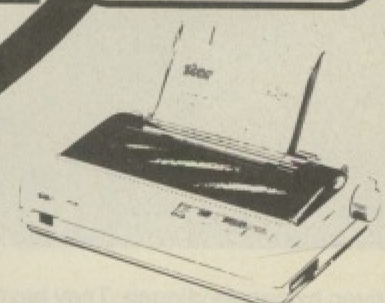
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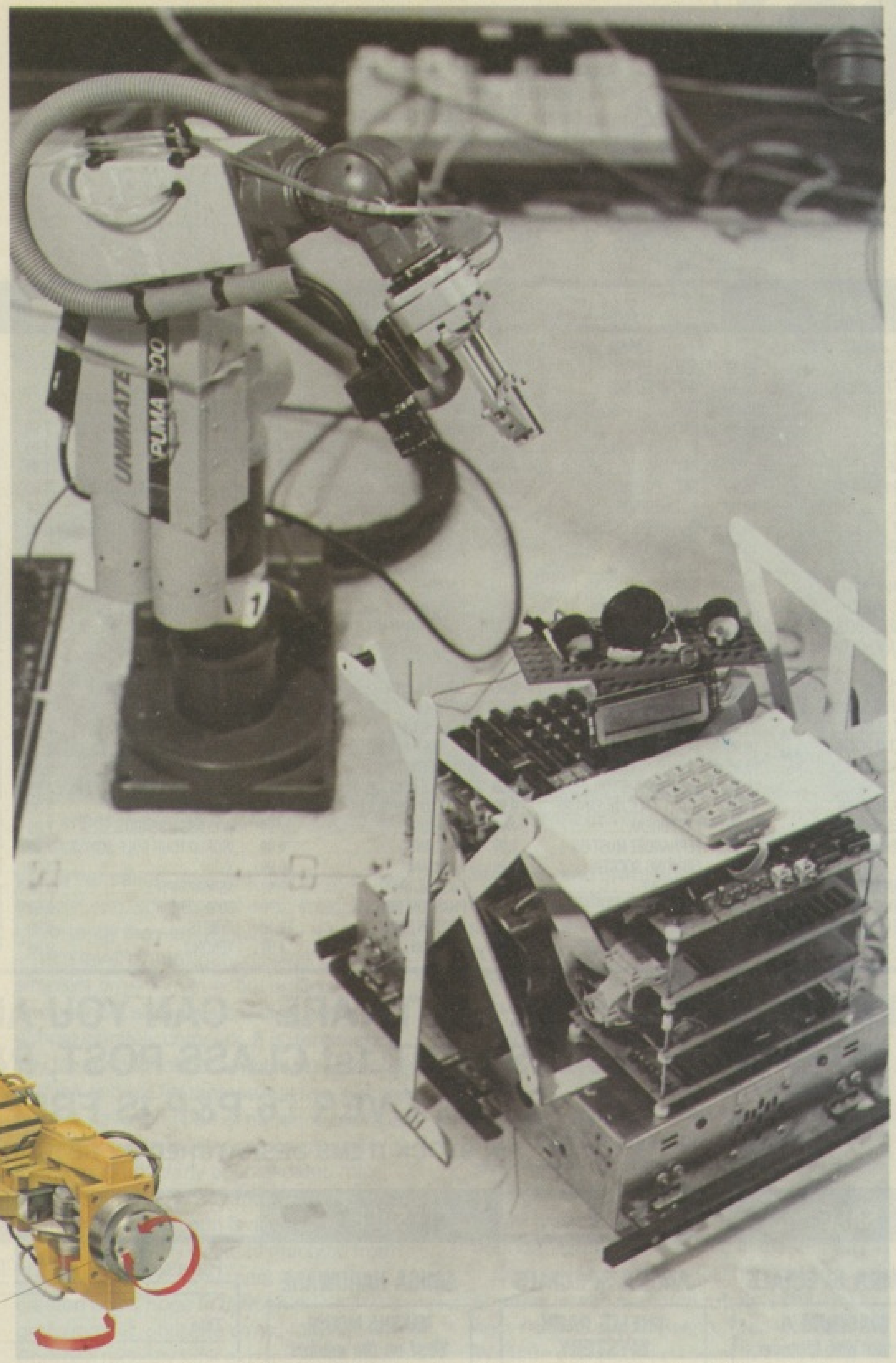
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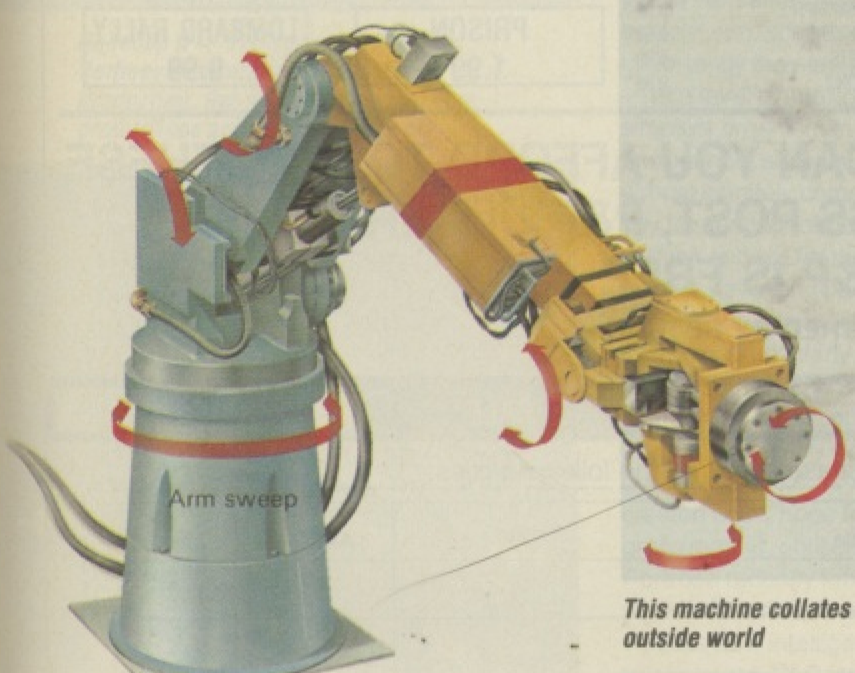
to take on projects of science fictional proportions. Research in the US aims to make robots autonomous instruments of action. Investigation yields a list of names that could have been culled from a Sixties spy film: SHARC, PINGUIN, DART, DOLPHIN. Robot Defence Systems in Colorado have come up with the best of all. PROWLER is a multi-purpose six-wheeled all terrain robot fitted with three video cameras, M60 machine guns and a grenade launcher. It's proposed deployment area is the Middle East — not a minute too soon.

If you thought those sentinel robots found in games like *Impossible Mission* and *Interphase* were fictional, check out Robart, a device fitted with body heat sensors, a 6502 SYM-1 computerised brain and voice synthesiser which announces the alarm 'Robby the Robot' style with shouts of 'Intruder! Intruder!'. It's currently employed by the Navy to guard one of its depots. If it proves a success, sentry duty may be a thing of the past.

Employing robots in this way brings the world of fact and fiction umcomfortably close. Agencies in the US are already investigating the use of unmanned 'smart bombs', intelligent missiles that make Cruise look like a paper dart. The prospect of real ED209s breaking Asimov's Law of Robotics (*see panel*) by turning on humans is too close for comfort. Robots are likely to be devoid of anything as sophisticated as a conscience for ever which makes them the ultimate killing machines. If they fell into the hands of terrorists the results could be devastating. There is already one case in Northern Ireland where a soldier narrowly escaped death when the IRA overrode the operation system of his 'wheelbarrow' and turned it against him.

If the kind of robots currently in action are crude by the standards of expectation, the strides being taken towards the creation of a robot with the capabilities of a C3PO are great. Second generation robots, that is, robots with brains, are becoming ever more sophisticated. Various projects at research level currently endow robots with such diverse and complex characteristics as





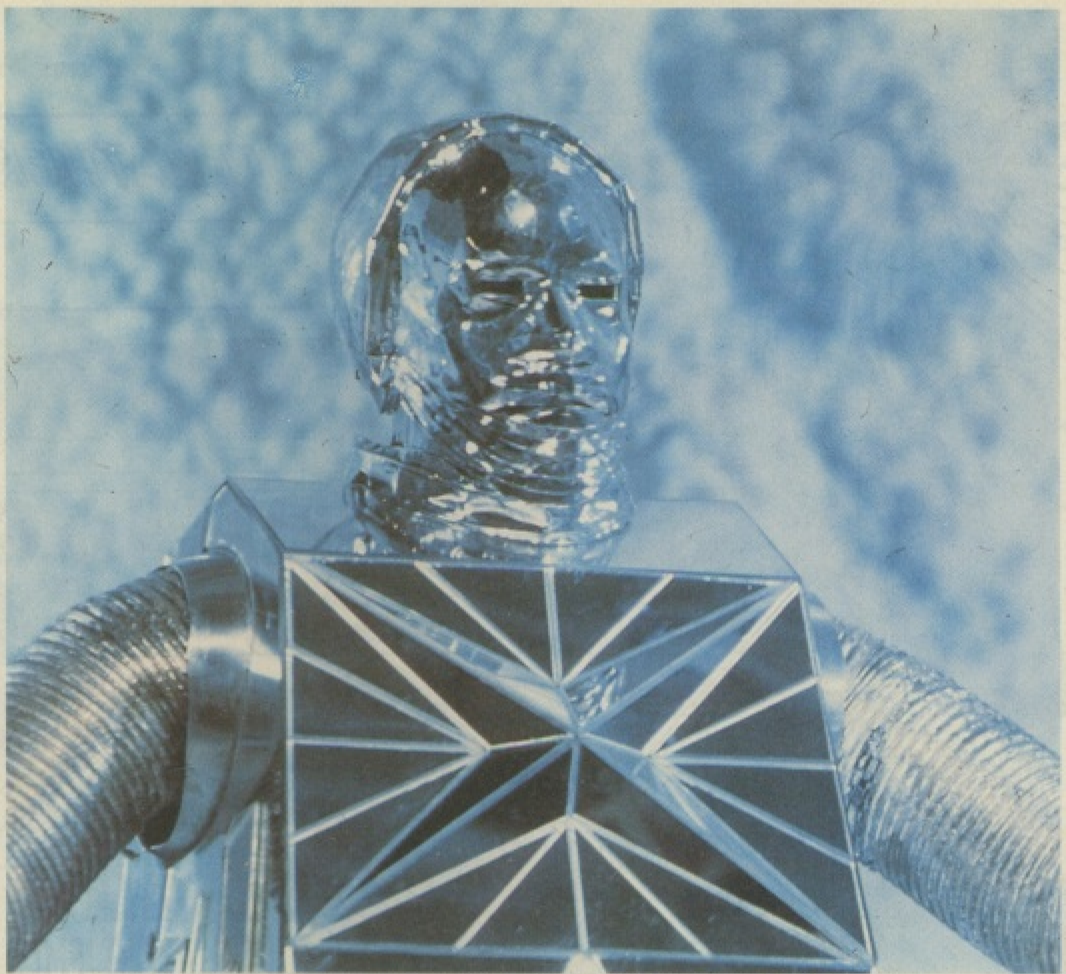
This machine collates and integrates sensory information to provide knowledge of the outside world

TEN ROBOT FACTS

1) The word robot was created by the Czech playwright Capek in 1920 from the Czech word 'robota' or forced labour.
2) American Joseph Engelberger developed the first industrial robot.
3) Leonarda Da Vinci amused guests and patrons with a mechanical lion which walked and talked.
4) Volkswagen have unveiled a prototype car than car park itself with the aid of a computer in its boot.
5) The first work in artificial intelligence was carried out by mathematician Dr Ian Turing in 1950.
6) Joseph Weinzbaum devised a language analysing program called ELIZA which is now employed in some psychiatric hospitals to aid diagnosis.
7) New Zealand has developed a robot which shears sheep.
8) The latest home gadgets are intelligent vacuum cleaners and dish washers which alter their effort through the use of 'fuzzy logic' chips.
9) For a robot to traverse cross-country terrain its sensors have to operate 100 billion times a second to perceive the required imagery.
10) Baron von Kemplen built the first chess playing robot in 1769, a Turkish figure which sat on a box in front of a board and took on all comers. It's presumed he kept a dwarf inside.



Robocop II — The sequel to Paul Verhoeven's smash hit is now in production. But real-life man/machine productions are still some way off . . .



. . . although American defences are currently examining the possibilities of cyborg production



tactile sensation, ínfra red, stereo and ultra sonic vision, speech and even smell. Most importantly they are thinking for themselves — at a level of intelligence below that of the simplest organism true, but artificial intelligence, scientists are disovering, is almost infinitely complex. It is here that the key to creating robots sophisticated enough to think and act for themselves lies. Games players have long had experience of artificial intelligence. Many releases employ AI systems, particularly sophisticated role playing games and adventures. The classic example of AI in action is a chess simulation, available for every make of machine from consoles to PCs. In the past no program created could hope to take on a grandmaster, until one called Mephisto Portrose recently took a game off former world champion, Anatoly Karpov.

Quite how intelligent robots can be is open to argument. Dr Peter Mowforth of the Turing Insitute is unimpressed by the current level of development. 'We're at a pretty pathetic stage really, we have swimming robots, litterbots, and lawn mowing robots here, but most are confined to the laboratory,whilst many of the others in service are closer to a JCB.' He is currently buiding an anthropomorphic robot — one which resembles a human being — with a digital voice, two cameras and a 'crude' reflex system, which makes the head turn towards noise and light. 'We're always working with shifting boundaries. As we learn more so new possibilities open up. The mixture of skills needed to create a sophisticated robot — engineering, programming, mathematics — are great and we're pushing the boundaries back all the time in these areas.'

One scientist has made it his goal to produce useful personal robots within the next thirty years. Professor Kato works at the Waseda university just outside Tokyo in a country where the old may soon outnumber the young. Personal robots are his answer to serving the aged. He is already famous for developing the WABOT-2, the anthropomorphic piano playing robot.

The possibility of creating cyborgs is less

BIZARRE ROBOTS

Robots are already being asked to perform a number of peculiar tasks:

ROBOPIG: Scientists have devised a robot sow with eight teats and a digitised grunt to attract piglets. This allows farmers to stop the spread of infection from sick mothers.

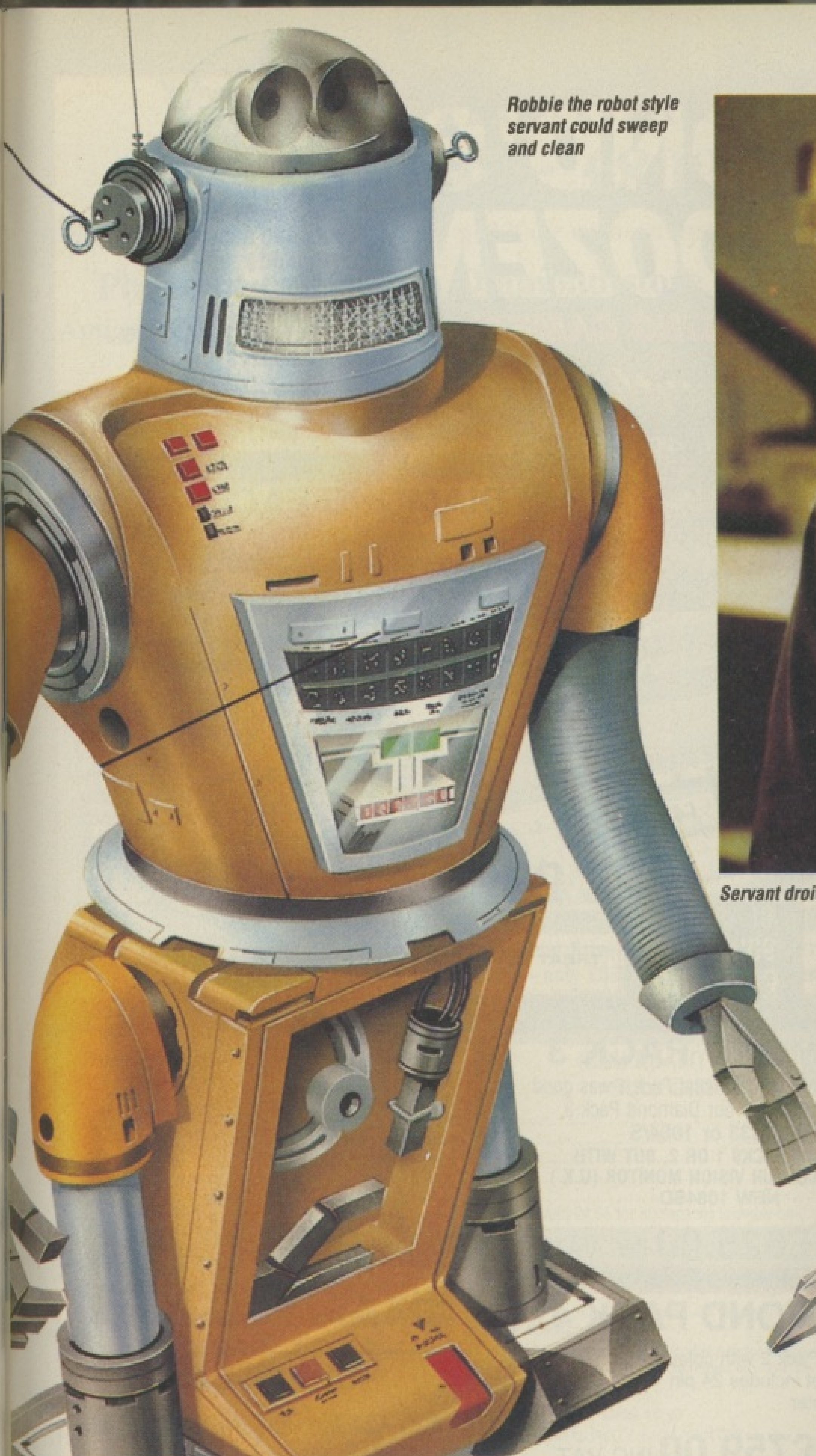
FRUITBOT: Kubata in Japan have designed an orange picking robot with manipulator and TV cameras which can sense ripeness.

ROBOMODEL: The Rosa Kagei or Mannequin factory in japan has developed a headless model for the fashion industry that can hold up to 200 poses.

SWEATBOT: Tom III is the world's first perspiring robot. He sweats when steam is pumped into his head and through the 220,000 pores in his body. He's used to test textiles designed to keep cool inextreme humidity.

ROBODENTIST: A lifesize soft head with a full set of teeth is being used in Japan to train students at Tokyo medical University. Wrong treatment or a slip of the drill causes it to say 'ouch!'

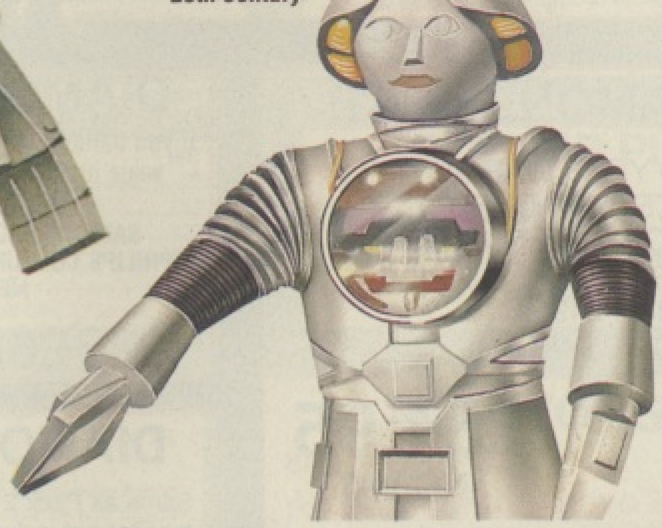

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Twiki from Buck Rogers in the 25th Century

encouraging. The ultimate bionic machine is Robocop, but the reality of cybernetics is that scientists are further away from synthesing the body with non human parts than ever. The research in this area is largely confined to medical matters, where it can provide the most benefit. The University of Wisconsin is designing a powered walking shell for paraplegics. However, research labs in the US are examining the possibility of implanting microchips in the brains of pilots which, linked to the cerebal cortex, would provide a mental heads-up display straight out of a William Gibson novel. Furthermore, the Defense Advanced Research Projects Agency in the US is examining the collective interaction and cooperative behaviour among a group of autonomous robots which could produce a type of intelligence that incorporates telepathic understanding and communication. This should concern anyone who has watched what happens when robots get out of control in the movies. In the Terminator and Westworld the androids are unstoppable, as they could easily be in real life if we develop modes of reasoning and perception that do not resemble anything in the real world. Asimov's laws are broken daily already as robots injure humans in industrial accidents — last year six people died in Japan as a result of robotic machiner 'turning on them' by starting without warning. Many feel, though, that the greatest danger lies in the development of artificial creatures whose thought patterns and motivations are not clearly understood.

ASIMOV'S THREE LAWS OF ROBOTS

The celebrated science fiction author Isaac Asimov predicted many things in his books inlcuding a world where robots served humans. He also postulated the rules that should govern their behaviour, a set of robot ethics:

1) A robot may not injure a human being, or, through inaction allow a human being to come to harm.

2) A robot must obey the orders given it by human beings except where such orders would conflict with the First Law.

3) A robot must protect its own existence as long as such protection does not conflict with the First or Second Law.

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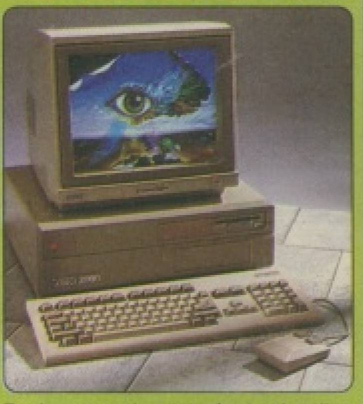
The Commodore A500 Batman Pack must surely rank as one of the most popular computer packs ever! The pack features the **Commodore Amiga 500 computer** with **mouse controller** and **TV modulator**, plus four top software titles. The software includes: '**Batman The Movie**' - Rid Gotham City of the cunning joker, in Ocean's top selling title based on the blockbuster Batman film; **New Zealand Story** - high quality conversion of the leading arcade game; **Interceptor** - Dogfight with two F-16's in this leading flight simulator; **Deluxe Paint II** - top quality Amiga graphics package which set the standard for others to follow. Return the coupon for further details.

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For the more serious or professional applications user, Commodore have a selection of systems based around the expandable Amiga 2000, at prices from £1295+VAT. The A2000 features a full 1Mb RAM (expandable to 9Mb), 9 system expansion slots, plus IBM compatibility with the use of PC-XT or PC-AT bridgeboards. Complete and return the coupon, putting a tick in the A2000 box, for details of A2000 computer systems.

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FLIGHT OF FANTASY

Flight of Fantasy is the very latest Amiga 500 pack from Commodore, featuring BRAND NEW software releases, to make this the most spectacular A500 pack ever! The pack features the Amiga 500 computer with mouse controller and TV modulator, as well as four top software titles. These include the following:

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The high quality graphics program that set the standard for other Amiga art packages. Deluxe Paint II includes powerful, easy to use tools that bring out the artist in you. Create masterpieces, presentations, 3D perspectives or just doodle.

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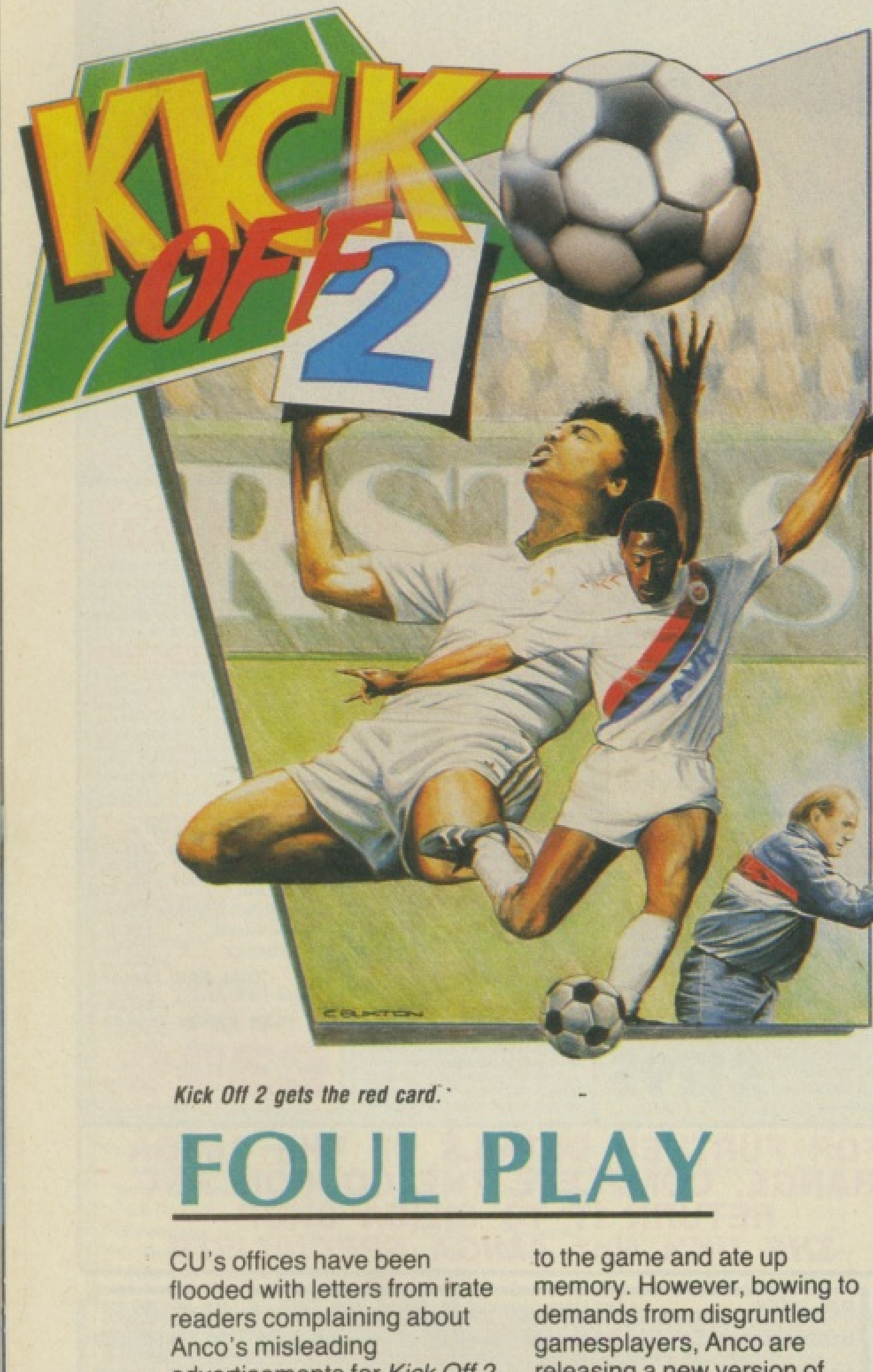
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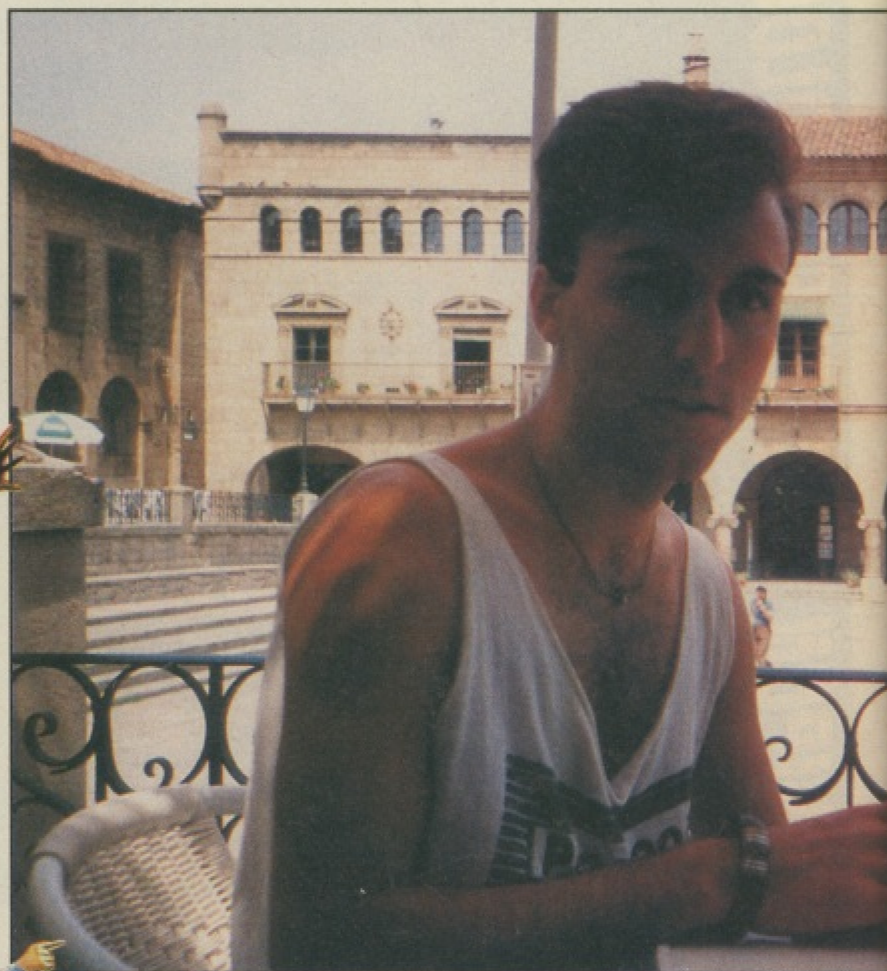
What's happening in the world of software? CU gives you the latest gossip, news and views from inside the software industry.



Kick Off 2 gets the red card.

FOUL PLAY

CU's offices have been flooded with letters from irate readers complaining about Anco's misleading advertisements for *Kick Off 2*. In their advertisements, the company clearly states that scissor kicks are possible and that linesmen and a referee are also part of the game. Even the packaging and manual to *Kick Off 2 Plus World Cup '90* include such promises. Apparently, these options were not included because they weren't relevant to the game and ate up memory. However, bowing to demands from disgruntled gamesplayers, Anco are releasing a new version of *Kick Off 2* which will finally deliver the game promised in their ads. If you've already bought the game, don't worry. For a £1 handling charge, Anco will gladly exchange Amiga versions of the *World Cup* for the upgrade. CU does like a happy ending!

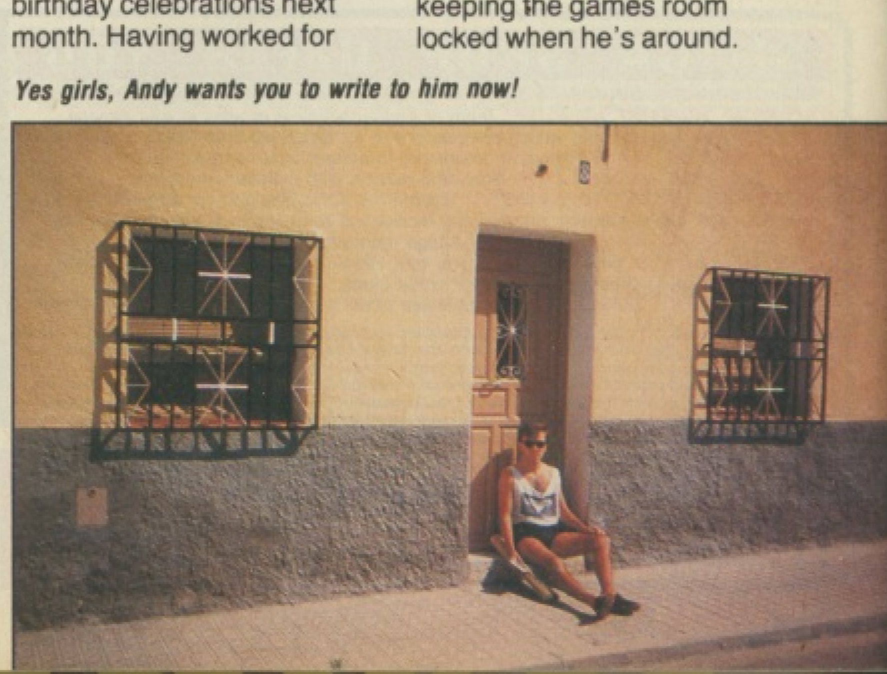


Hunk of the Month: it's Andy Beswick.

NEW FACE

CU rolled out the red carpet this month to welcome our newest member of Staff, Andy Beswick. Andy will be handling the layout and design of the magazine. He's already hard at work redesigning CU in time for our 100th issue birthday celebrations next month. Having worked for News International and the Daily Telegraph, Andy's no slouch in the designer stakes and aims to give CU a more polished and up-market look. He's also a fanatical gamesplayer, known for his 24 hour playing binges, so we're keeping the games room locked when he's around.

Yes girls, Andy wants you to write to him now!



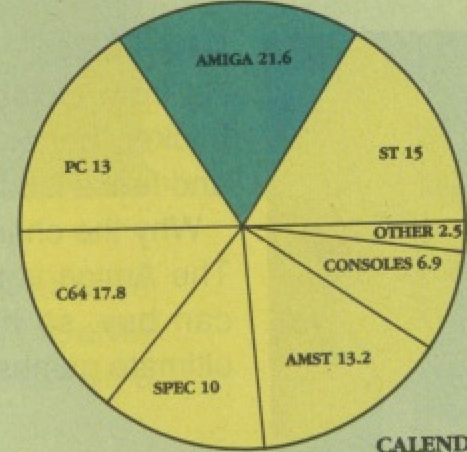
ORMATION

UP UP AND AWAY

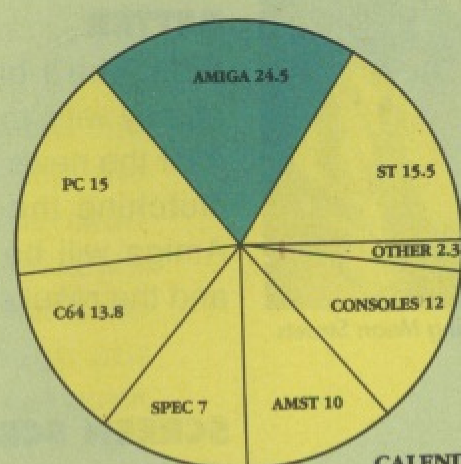
The Amiga continues to take the computing world by storm. Micro Prose have kindly revealed their 1990 and 1991 market research which gives a breakdown on which computer will be top dog in the high street softshops. There's no doubt that the Amiga is way ahead of its rivals. In 1991, Micro Prose predict the Amiga will have a near 25% share of the market compared to the wilting ST's 15.5%. This trend was reinforced by a recent Computer Trade Weekly poll amongst its readers. CTW is the retails and wholesale bible of the computer market and the poll revealed the increasing dominance of Commodore products and, in particular, the Amiga.

To further increase the machine's dominance, Commodore have put together a new bundle for Christmas. Provisionally called *Screen Gems*, the new package for the A500 includes *Days of Thunder* from Mindscape, Mirrorsoft's *Back to the Future 2*, Ocean's *Night Breed, Shadow of the Beast 2* from Psygnosis and *Deluxe Paint II*. With this kind of backing, it looks like the Amiga should pick up another 50,000-100,000 users by January!





CALENDAR YEAR 1990



CALENDAR YEAR 1991



Flower power comes to Domark.

THE DIRT ON DOMARK

On a recent trip to the Domark offices, some of the CU staff managed to sneak off and rifle through the Domark scrap book. Detailing the company's rise to world domination, the book offers a photo-history of the softcos from the launch of *Eureka* back in the early 80s to its present impressive catalogue of titles. But what a shock! It appers that Mark and Dominic, the driving force behind the company, are really hippies at heart. Here they're captured in full regalia in Carnaby Street preaching love and peace to all and sundry. So this is what they do in their time off!

SUBBUTEO COMPETITION

Well, we were simply inundated with entries for this one. Unfortunately, most of them weren't any good. We're sorry, but you're all going to have to do better than 'C.U. Rovers'. The lucky winner, who walks away with a copy of Subbuteo World Cup edition, is Austen Thouless from Norwich, with his decidedly catchy 'CUgga Socca'. Ten runners up, who each receive a Subbuteo standard edition plus a copy of the Amiga game are: D. Watts, Hull; Lee Richardson, Middlesbrough; D. McGrane, Islington; C. Baron, Anlaby; Simon Thomson, Chipping Norton; Emiel Linders, Holland; Iain Deam, Merseyside; J. West, Manor House; G. Bissicks, Weston Super Mare; J. Peacock, London. Finally, the ten runners-up, who get a copy of the flicking brilliant Amiga version are: Anders Dahlberg, Sweden; Gareth Bromley, Bath; Andrew Hall, Cheshire; E. Covell, Essex; Alan Clark, Stevenage; John King, Broadstairs; G. Wall, Tyne and Wear; Stuart Sadler, York; T. D. Gooder, Sutton; Giles Newman, Ipswich. Please allow one month for delivery.

CU AMIGA

Why turn to mags which bore you or talk down to you? From next month CU Amiga is going to be bigger, better, and even more in-depth and entertaining.



Drive along Mean Streets

BIGGER

As from October CU Amiga will have more pages, thicker, better paper and a heavier cover. It'll look and feel a lot classier.

Why the change? Because 16-bit owners expect it. The Amiga is the finest home computer that money can buy, so here at CU Amiga we aim to be the ultimate games guide to the ultimate computer.

BETTER

What you'll basically be getting is better value for money with your new CU Amiga. And when you pick it off the news shelves you can be sure that you'll be clutching the smartest mag in the business. CU Amiga will be getting a top-to-bottom redesign — and the results will be stunning.

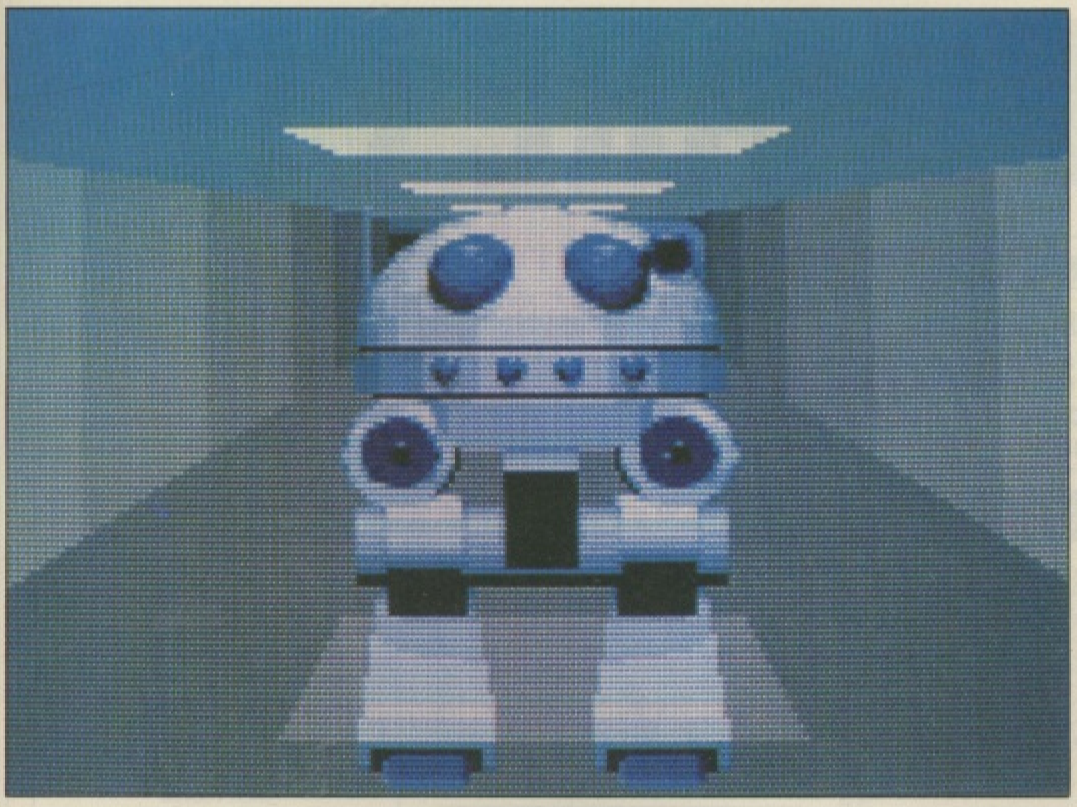
SCREEN SCENE

Watch out for the top games, the first reviews and the most comprehensive coverage each month. We'll maintain our position as the top Amiga games guide in the country — but with new improvements. Take a look at our new Amiga specific panels. On our longer reviews we'll be giving details of any significant technical achievements a game has made, so keep your eyes peeled for information on scrolling speed, collision detection, numbers of colours used, updates and sounds and graphics styles. If an Amiga game looks significantly better than its ST counterpart — and why shouldn't it? —

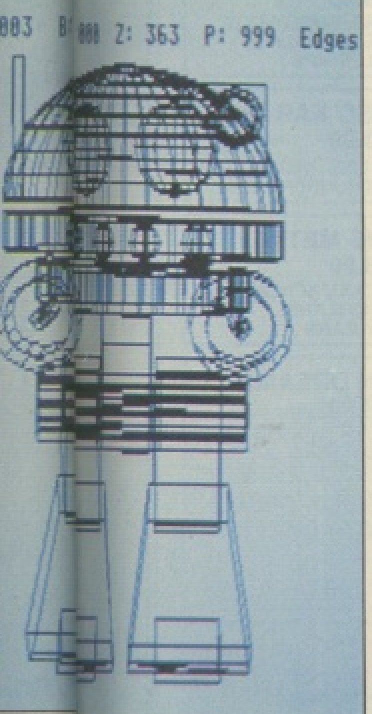


Read the new-look Screen Scene

NEXT MONTH



Corporation–Just one of the games given the Play to Win treatment next month



we'll be printing comparison shots. And what have we got lined up in the way of reviews? *Battle Command, Total Recall* and *Mean Streets*, to name but a few.

PLAY TO WIN

The tips section is getting bigger. Rest assured that CU Amiga will be keeping you up-to-date with the most helpful hints on the big releases. *Operation Stealth, F-19* and *Neuromancer* and *Corporation* are four of the games you can expect tips on next issue — and if you don't fancy reading through our exhaustive guides why not glance through our quick tips strips?

NEWS & PREVIEWS

New signings, shots of imminent releases as usual. Expect to read crisp, informative stories, the inside news on games in development — all presented in a layout that's both attractive and accessible. And as news on CD-TV comes through we'll be publishing updates.



Video nasties next month.

VIDEO VIEW

One of the new sections in CU Amiga. Don't expect reviews of My Left Foot, an established video journalist will be taking a look at all of the all-action blockbusters on rental and sell through. Fun films with gamers appeal.

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